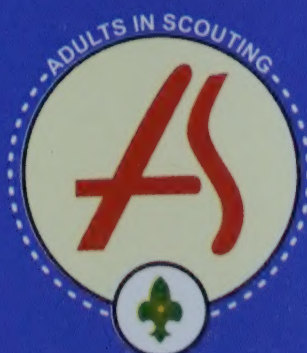




THE BHARAT SCOUTS AND GUIDES

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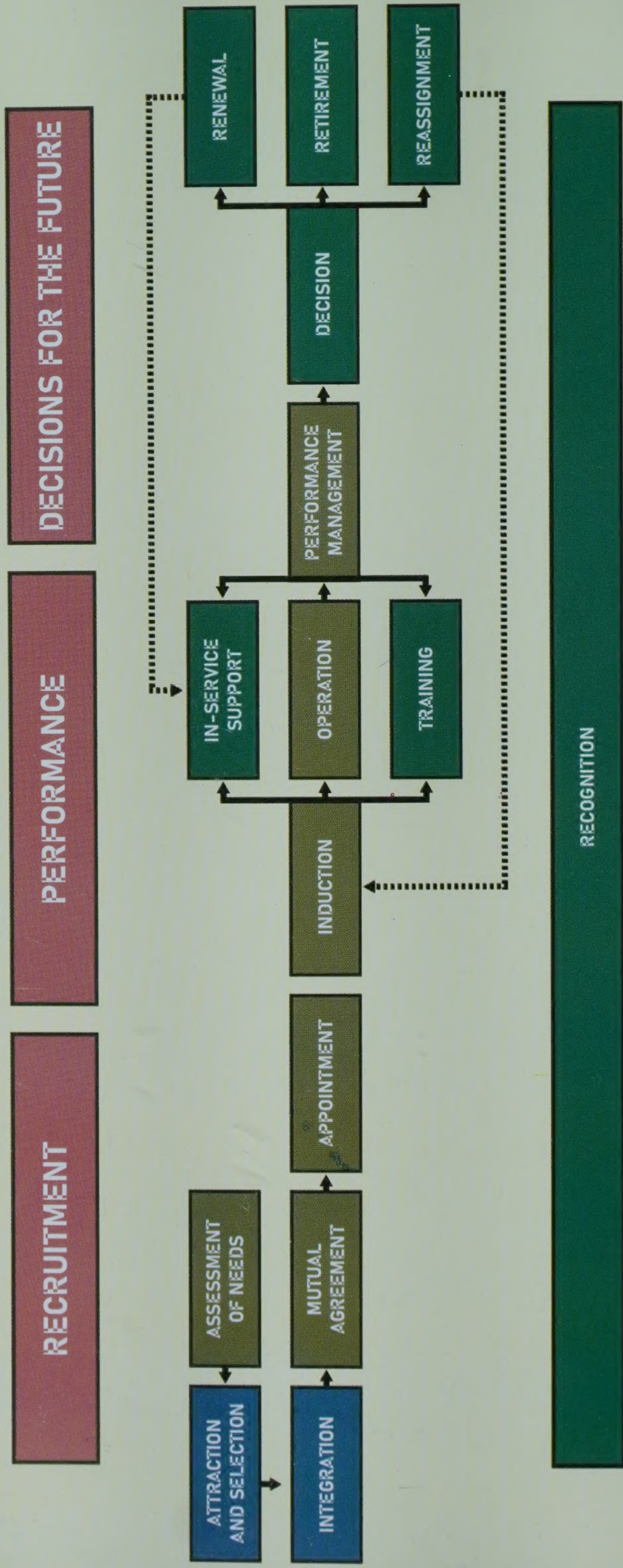


HANDBOOK FOR

TROOP SCOUTERS

LIFE CYCLE OF AN ADULT IN SCOUTING/GUIDING

PART I FOR LEADERS OF ADULTS



HANDBOOK FOR TROOP SCOUTERS

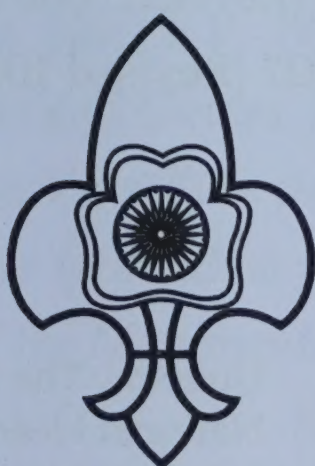
by

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THE BHARAT SCOUTS AND GUIDES



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Publisher's Note

We are happy to introduce the new updated edition of "Hand Book of Troop Scouters". Some changes have been brought out in Rules and APROs since it was first published. It has been the endeavour of the National Headquarters to incorporate the necessary changes in this volume. The What, How, and Why pertaining to the different aspects of Scouting have been explained appropriately in this volume. It is hoped that the Scout Masters, who are the key persons at the grass root level, will like it and will be benefitted from the details of Scouting for the appropriate dissemination of knowledge and guidance to the youth of the country.

We are grateful to Shri T.V. Nilakantam, former Camp Chief of the Bharat Scouts and Guides, for your writing this book with the scholarly stature. We will be paying a rich tribute to his personality if we consider and follow what has been written by this respected member of the Movement.

We also thank to Mr. Amar B. Chettri, LT(S) & Mr. Analendra Sarma, LT(S) for updating this book as per latest amendments.

Director

**TO
MY OLD SCOUTS
OF
THE SECOND TIRUNEL VELL,
(HINDU COLLEGE) TROOP
WITH WHOM
I WAS PRIVILEGED TO
PLAY THE GAME OF SCOUTING
AND
LEARN ITS PRINCIPLES, METHODS
AND FUNDAMENTALS,
THIS BOOK
IS GRATEFULLY DEDICATED**

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CHAPTER I

WHAT IS SCOUTING ?

Scouting is an approved type of character training and a preparation for good citizenship designed for the benefit boys and young men. It implies attractive type of outdoor life coupled with activities which promote development of character, encourage formation of health-habits, impart skills useful in everyday life and prepare the individual for service to society and fellowmen. It is a kind of training which instills a sense of responsibility and trust worthiness, affords to the individual opportunities for developing initiative and leadership and promotes self-control, self-reliance and self-direction.

The Founder of the Scout movement. Lord Baden Powel of Gillwell, in his admirable book, 'Aids to Scoutmastership' speaks of Scouting as "a game for boys, under the leadership of boys, in which elder brother can give the younger brothers a healthy environment, and encourage them to healthy activities such will help them to develop citizenship". He adds that Scouting's strongest appeal is through Nature Study and Wood-craft, that it deals with the individual and not with the group, and that it raises intellectual as well as purely physical and purely moral qualities.

Scout training is graded to suit the psychologic needs of boy and young men of different age groups. The training is divided into four sections. First, we have Cubbing, for boys of 5 + to 10; then we have Boy Scouting for boys who are between 10 + and 17; we have Rovering, for young men of 15 to 25. The upper limit for Rovers is 25, though under the Rules, Rover Scouts are permitted to remain with their Crews till they are thirty five, and participate actively in service activities.

The training described as Scout Training covers the need of the boys belonging to the age group 10 to 17. This consists of activities of an attractive outdoor type, and are based on a disciplined way of life governed by the Scout Law and Promise.

The activities offered and the methods followed are of kind that participation in them is a joyous experience, rich and beneficial to the boys of this age group.

But experience has shown that as among them the "over fifteens", that is to say, boys who are fifteen and above stand on a different footing, and that they need a treatment some what different from what is meted out to the rest. We observe that the over-fifteen find delight and satisfaction in tough jobs and heavier responsibilities and accordingly it has been necessary to evolve activities to suit their psychologic needs.

Cubbing, Scouting and Rover Scouting all have the same basic aim and object. They all address themselves to the task of preparing the individual for life in society and for good citizenship. All the four of them concentrate on character building, and promote health, encourage handicraft and stimulate the spirit of service. Their central aim is to make boys physically strong, mentally awake and morally straight.

The Scout Movement is hundred years old. Lord Baden-Powell of Gilwell has given it to the world. It is a gift of great value, and humanity is permanently indebted to him. By bringing this great game of Scouting into the lives of the boys of the world he has brought in a bright ray of sunshine and joy and happiness into their otherwise dull and drab existence; and he has opened out to them new vista as bringing to them opportunities for experiencing a sense of joy and adventure which were not available to them till then.

Scouting is justly regarded as a very helpful co-curricular activity, which admirably supplements school education. Its value is widely appreciated by educationists, and it finds great encouragement and support at their hands.

Dean James E. Russell of the Teachers' College Columbia University, New York, has great praise and admiration for scouting. He describes the programme of the Boy Scout as Man's job cut down to the size of the boy.

"It appeals to the boy "says he, "not merely because he is a boy, but because he is a man in the making". He points out what

is quite true, namely that the programme of the Scout does not ask of the boy anything that the man does not do. Step by step does scouting take him he says, from the place where he now is until he reaches the place where he would be.

Dean Russel points out further that is not the Curriculum of Scouting that is its most striking feature, but it is method. As a systematic scheme of leading boys to do the right thing, and to inculcate the right habit. It is almost ideal, say she, "In the doing", he goes on, "two things stand out-the one is, habits are formed; the other is, that it affords opportunity for initiative, self-control, self-reliance and self-direction.

In the development of initiative, continues Dean Russell, Scouting depends not merely on the programme of work for the boys, but in a marvelous way it also utilizes the machinery of administration. In the administrative scheme he points out, a splendid opportunity is given to break away from any incrusting Method. It comes about in the Patrol and the Troop. It reaches the boys to work together in teams. It secures common end. That is a democratic thing in and of itself.

Scouting is a very useful supplement to school education. Between the two they ensure the development t of the individual boy into what we like him to grow into, a good man and good citizen.

CHAPTER II

AIMS, OBJECTS, METHODS AND FUNDAMENTALS

The Aims of Scouting are four-fold. The first is the formation of character. The second is the formation of sound health habits, the third is the training in handicraft and the acquiring of useful skills; and the fourth is the cultivation of a proper spirit of service efficiently. The pursuit of these aims leads to the development of good citizenship, among boys.

In the Aids to Scout mastership, Baden-Powell explains that the object of Scout training is "to improve the standard of our future citizenship, especially in Character and Health; to replace 'self' with service; to make the lads individually efficient morally and physically, with the object of using that efficiency for service for their fellowmen". He also defines citizenship as "active loyalty to the community".

Our aim is to train the boy for good citizenship. Active citizenship is what we want. We know selfishness is natural to boys, but we want to eradicate it. In the place of "Self we substitute the ambition to be of service to fellowmen". We want our boys to become efficient, both morally and physically, and we want that efficiency to be used by them for service to their fellowmen. Training boys for good citizenship is our ultimate aim. Our immediate aim, however, is character formation building of sound health-habits, training in handicrafts and usefull skills, and cultivation of proper spirit of service. Through these we want to build them in a proper sense of citizenship.

I. Character :- We teach character through the patrol system, the Scout Law, Scout-lore, Wood craft, and the responsibility of the Patrol Leader, team games, and the resourcefullness involved in camp work. Character training includes the realization of God, the Creator through His work, the appreciation of Beauty in nature and through the love of plants and animals with which outdoor life has made one familiar.

- II. **Health And Strength :-** We secure health and strength through games and regularity in excercises, and through knowledge of personal hygiene and diet.
- III. **Handicraft and Skill :-** These are achieved occasionally through indoor activities, but more especially through pioneering, bridge-building, camp expedients, and self expression through the arts, all of which tend to make for efficient work.
- IV. **Service to Others :-** The spirit of service is developed through the carrying into daily life of the practice of religion, by "Good Turns" dealing with quite small actions, as well as with community service, accidents and life saving.

The Scout Movement has its foundation on certain fundamental principles. They are (1) Belief in God, (2) Practice of the Scout Law and Promise, (3) Use of out-door for activities, (4) Voluntary Membership, (5) Patrol Method or Patrol System, (6) Loyalty to Country, (7) Faith in world friendship, (8) Independence of political influence (9) Learning by doing and (10) Service to others.

Faith in God and belief in His goodness is important. There is no place in the Movement for those who do not believe in God. Duty to God is one of the duties the scouts has to bear in mind. Scouts have to be taught that God is kind to everyone and has abundant love for all.

The Scout Law and Promise are also of the greatest importance. The Law is a code of conduct .But more than that it is a good definition of what a Scout is.The Scout promise is a helpful beacon light that guides the Scout in his daily life. It teaches him what he may do, and what he may not.

Out-door life and all activities in the open is the working principle followed in the Movement. We do all work in the great out-door. Only rarely we do our work indoors, and then we do so for the only reason that the weather is inclement.

Boys join Scouting voluntarily. They join out of their free will. They do not do so out of compulsion or under offer of inducement.

Patrol Method of administration of Troop is the key to success. It trains boys in responsibility and leadership. This method makes boys worthy of the trust we place in them. The Patrol Method employs the natural game-spirit sublimated and linked to a high and noble purpose.

CHAPTER III

THE THREE SECTIONS OF THE SCOUTING WING

The Scout Wing is organised and run as three section the Cub section, the Scout Section, and the Rover Section. These different sections cater to the needs of boys of different age groups.

The Cub-Section :

Boys who have completed the age of 5 and have not completed the age of 10 are given training as Cubs. The Cub unit is known as a Pack. The boys themselves are known as Cubs. A Pack may consist of not more than 24 and not less than 12 Cubs. For the sake of convenience the Pack is divided into smaller units called Sixes. A Six consists of Six Cubs and is led by one of themselves. He is called a Sixer. The adult leader who is responsible for the welfare of the Pack is called the Cub master. He is also known as Pack Scouter. Cubs receive training through games and practices for the most part. Play way is the method adopted in the training of the Cub. The Cub master combines in himself the qualities of an affectionate parent and an enthusiastic playmate. The Pack through its work and play functions as a Happy Family. The happy family spirit pervades all its activities.

The Scout Section :

Boys who have completed the age of 10 but have not completed the age of 17 receive Scout training. They are grouped as Patrols of six to eight Scouts. Two, three or more Patrols constitute a Troop. The normal number in a Troop is 32. A Scout master is incharge of the Troop as a whole. Each Patrol is led by one of the boys who constitute it. He is known as the Patrol Leader. He is responsible for the welfare and progress of the Patrol. The Scoutmaster is a sort of elder brother who knows the needs and urges of the boys. He runs the Troop, guiding himself as far as possible by the point of view of the boys themselves.

Boys who are over fifteen require to be trained by use of methods slightly different from those employed in the case

of boys of 11 to 14. Boys who are over fifteen are capable of undertaking heavier responsibilities. They find delight in substantial jobs. They do not mind doing difficult ones. In an ordinary Troop, boys who are fifteen and above may be treated as elder Scouts, and put together into a separate Patrol.

The Rover Section :

Young men who have completed the age of 15 years may be admitted as Rovers and given Rover Training or Rovering. The Rover Unit is called the Rover Crew. A young man is allowed to join a Rover Crew as a Rover aspirant as soon he enters the university or college, provided he is 15 plus. The adult who guides the Crew is called Roven Scout Leader. The Rover Crew does not have permanent Patrols in the Troop. Patrols are formed temporarily as and when they are needed. Such Patrols are known as adhoc Patrols. At the beginning of the year the Crew elects one or more Rover Mates depending upon the size of the Crew, generally one Mate to every four to six Rovers, from among its senior and more experienced members. Rover mates are practically Patrol Leaders without immediate responsibility for Patrols. As and when jobs and projects come up and have to be undertaken, members of the Crew volunteer to a Rover Mate and he forms his temporary Patrol for the execution of the job in hand, and with its help he tackles it. On completion of the job the Patrol stands dissolved. The Rover Leader gives adult guidance. He is a friend, philosopher and guide to the Crew and its members.

The Scouter :

The word Scouter stands for a person appointed by the issue of a warrant in the Scout wing. Whether it is a Pack or a Troop or a Crew, it needs a dult guidance of a competent kind. The Cub Pack is run by a Cub master, the Troop by a Scoutmaster, and the Rover Scout Crew by a Roven Leader. Each of these should have an assistant to help in his day to day work. Such helpers are known as Assistant Cub masters, Assistant Scout masters, and Assistant Roven Scout Leaders respectively. It is very important

that such Assistants are appointed from the very inception of the unit. Such a step will make for efficiency in the running of the unit and will also ensure its continuity.

The Cub master, the Assistant Cub master, the Scout master, the Assistant Scout master, the Rover Scout Leader and the Assistant Rover Scout Leader are collectively known as Group Scouters. The Group Leader also is a Group Scouter.

The Group :

The Cub Pack ,the Scout Troop and the Rover Crew all together constitute a Scout Group. Where all of them exist side by side, the group is known as a complete Group where one or more of these units is not in existence, the group is known as incomplete Group.

Where all sections exist side by side in a Group the Cub is able to “go up” to the Scouts, and the Scout can readily “go up” to the Rovers. It is, therefore, considered essential that groups should as far as possible be complete ones from their very formation or, if they are not, steps should be taken to make them Complete Groups as early as possible. This however, is not always, feasible, in the case of School Groups. It is possible in the case of Groups organised on a locality of neighbourhood basis.

Groups which are organised in schools are described as Sponsored Groups. Groups which are organised on a locality basis are known as Open Groups. Groups organised in institutions like the Y.M.C.A. Physical Training Centres, Boys Clubs or Young Men's Clubs or and so on will be Sponsored Groups.

Group Leader :

The Group Leader is one who is appointed to look after the welfare of the Group as a whole administration. As far as possible he should not be burdened with the responsibility of running any of the sections in the Group. He should be free to devote his entire attention to the general welfare and administration of the Group

and look after its financial and other requirements. He has to co-ordinate the work of the Pack, the Troop and the Crew. He has to see that each of them concentrates on its own appropriate activities, and that there is no attempt of any kind, conscious, or otherwise, encroaching into one another's sphere.

Whether the Group is a complete one or incomplete, it is essential that a Group Leader is appointed for the purpose mentioned above. Where a separate Group Leader cannot be appointed the Senior Group Scouter may be given temporary charge additionally.

The Group Leader is also one of the Group Unit Leaders, who are the Cub master and scout assistants, the Scout master and his assistants, the Roven Leader and his assistants.

CHAPTER IV

THE DISTRICT CHIEF COMMISSIONER

The principle followed in the organisation of the Scout Movement is de-centralisation. The National Headquarters leaves things in the hands of the State Headquarters, and this later leaves things in the hands of the District Headquarters. There shall be a District Chief Commissioner for every district. There are two District Commissioners, one for Scout Wing and another for Guide wing. The District Commissioners of each wing are assisted by respective District Organising Commissioner and the District Training Commissioner besides Assistant District Commissioners.

The National Headquarters very often is a far cry, and so is even the State Headquarters, but the immediate point of contact between the Troop and the Movement is the District Chief Commissioner. He is the local representative of the Movement with whom the Group has to deal in daily matters. Group registration is to be done through him; warrants for Scouters are received through him. When Scouters come together at a conference he is the moving spirit that makes such a conference a success. He is a welcome visitor when the unit is at its normal work at its Headquarters. He sees them, and spends a little time with them, and in the end he tells them a beautiful story or gives them, an inspiring yarn. He is all along a good friend of the young men and helps them in all possible ways. If the Troop is planning annual camp and arrangements are under way, as a friend he steps in and helps in all possible ways.

He may help them in finding a Campsite, or it may be securing free transport, or other things, but he takes interest and does it. He pays a visit while the unit is camping out, spends a day, with them, shares with their joys and delights, and takes part in the Camp fire. And his usefulness seems to be unlimited.

This closer contact between the Troop and the District Chief Commissioner the better will be its Scouting and there will

be real camaraderie between them. Personal contact between commissioner and units is of vital importance to the Movement. District Commissioner are expected to be in close touch with the units and to make themselves conversant with their difficulties and problems, and to help them with solutions. They are expected to visit units at least once every Group Headquarters and when they are in camp. They should be readily accessible to Scouters when they have to discuss matters connected with Scouting. When training course are announced they should be able to find out which of their Scouters could be sent up for what kind of training course, and so in every way would the Commissioner help the Scout units in his area.

Where it happens that he cannot give his time in person he can make use of the District Organising Commissioner or the District Training Commissioner or his Assistant District Commissioner to depute for him.

CHAPTER V

THE SCOUT MASTER AND HIS WARRANT

The Scout master is the key man in the scout-way of training the boy. No doubt B-P, the Founder has given us a dependable scheme, and it will give good results if worked out in the way that he intended. The person who works it out is the Scout master. If scouting is to prove successful the right type of men should come forward to lead.

Group Committees have the very responsible task of finding the right type of men for the jobs of the Scout master.

The Headmaster being the sponsoring authority in the case of School groups, he is the person who has in discharge this duty in the case of school units.

The qualifications for a Scout master and an Assistant Scout master as provided in the Rules are as below:-

The Scout master should be a man of character, and a person of standing in the community. He leads by personal example. What he is, therefore, is a matter of great importance.

Secondly, he should be a genuine lover of boys. He should be able to understand them and their needs and aspirations, and be able to regard them sympathetically. In other words, he should be a Boy-Man.

Next, he should be able to make good use of his powers of imagination and provide the boys with adventure and fun and real enjoyment.

And lastly, he should have a clear understanding of the Scheme of Scouting as given by the Founder, and be trained in the enjoyment of its methods.

In School Troops naturally the choice would fall on a member of the teaching staff. The Headmaster should select a teacher who fulfils the above requirements. It is of great importance that the

person selected comes to Scouting absolutely voluntarily and not because the Headmaster asks him. He would on the other hand feel drawn to the work, and take it up with a proper sense of dedication.

Qualification for Scout Master and Lady Scout Master and Assistant Scout Master and Assistant Lady Scout Master

- (i) (a) A person who has completed 21 years of age eligible for appointment as a Scout Master.
- (b) A person who has completed 18 years of age is eligible for appointment as an Assistant Scout master.
- (ii) He/She must possess Intermediate (10+2) or an equivalent Certificate. Provided however, in exceptional cases exemption from educational qualification may be granted by the State Chief Commissioner on the recommendation of concerned incharge Assistant District Commissioner/ District Commissioner and District Chief Commissioner.
- (iii) He/She must be a person of good character ,conduct and antecedents.
- (iv) He/ She must have knowledge of Scout Movement and its methods, in particular an appreciation of its religious and moral basis and A.P.R.O. in its application to his/her work.
- (v) He/She must be a person with special aptitude to deal with young boys.
- (vi) He/She must have satisfactorily completed a period of training prescribed by the National Association.

Uniform for Scout Master and Assistant Scout Master:

- (i) **Shirt:** A steel Grey shirt with two patch pocket with shoulder straps, with half or rolled up sleeves; sleeves may lie turned down in cold weather.
- (ii) **Shorts or Trousers:** Navy blue shorts or trousers shall be worn.

- (iii) **Head-Dress:** Dark blue beret cap with the official cap badge supplied by the National Association. A Sikh may wear a blue turban with the official cap badge. Head dress is compulsory during ceremonies.
- (iv) **Belt:** Grey Nylex belt with official buckle of the Bharat Scouts & Guides supplied by the National Association.
- (v) **Scarf:** A Triangular scarf of the group colour other than yellow, green and purple and pattern approved by Local or District Association as the case may be, shall be worn round the neck over the collar and shoulder straps with the group Woggle, other than Gilwell Woggle. Each of the two side of Scarf shall have a minimum length of 70cms. or a Maximum of 90cms.
- (vi) **Shoulder Badge:** A shoulder Badge of 6 to 8 cms. Length and 1.5 cms. width with white background and red border the serial number (optional,) name of the group / District / State in red letters shall be worn on both the shoulders immediately below the seam with a little curve.

Note: Members of the Group which consists of Sea Scouts or Air Scouts shall not include on shoulder badge the words "Sea Scout" or "Air Scout"; instead, a white slip with the Words "Sea Scout " or Air Scout " in red colour supplied by the National Association Shall be worn on shoulder straps on both sides.

- (vii) **Membership Badge:** A cloth badge with green background with Fleur-de-lis in yellow super imposed by the Trefoil with Ashoka Chakra also in yellow in the centre shall, be worn in the centre of the pleat of the left pocket of the shirt.
- (viii) **World Scout Badge:** World Scout Badge should be worn in the centre of the pleat of the right Pocket of shirt.
- (ix) **Rank Badge:** Scout Master shall wear a cloth rank badge of the Bharat Scouts & Guides Emblem of green colour with green border with Fleur-de-lis, Trefoil and Ashoka

Chakra in yellow and Assistant Scout Master shall wear cloth rank badge of the Bharat Scouts & Guides Emblem of green colour with red border with Fleur-de-lis, Trefoil and Ashoka Chakra in yellow .The badge shall be worn with its base 4 cms above the left pocket.

- (x) **The Name stripe:** containing “The Bharat Scout & Guides” supplied by National Headquarters may be worn on just above the right pocket of the shirt. The size of the stripe should be 11 cm x 2cm, the right corner of which should be tricolor of National Flag of the size of 3 cm x 2 cm and rest for the title of “the Bharat Scouts & Guides’.
- (xi) **Socks or Stockings:** Black Socks or Stockings may be worn, Stocking should be rolled down below the knees with green garter tabs 1.5 cm visible from outsides stockings will be worn with shorts only.
- (xii) **Socks:** Black socks may be worn.
- (xiii) **Footwear:** Black shoes (leather or canvas) with laces to be worn.
- (xiv) **Over Coat, Mackintosh or Jacket:** A navy blue over coat, navy blue blazer, navy blue wind cheater or navy blue jersey, may be worn during winter season only.
- (xv) **Metal Badge:** In mufti, a metal badge of tin-Bharat Scouts & Guides may be worn.
- (xvi) **Lanyard:** Grey Lanyard worn round the neck with a whistle tucked in the left pocket of the shirt.
- (xvii) A Haversack or Rucksack may be earned during outdoor activities.

Casual Wears

1. Working casual wear. Working uniform or field activity uniform as optical items with the deep blue jeans/trousers/shorts with plain sky blue Colour T. Shirt with collar, having a pocket super imposed with scout emblem

and dark blue 'P' cap with BSG Emblem at the center may be worn during the field activity along with comfortable shoes.

2. A white plastic name plate of 8cm length x2 cm width inscribing the name of Adult leader in black colour shall be worn above the right pocket of the shirt just below the BSG", stripe.
3. Small pouch designed by NHQ may be worn on the belt.
4. World Brotherhood woggle may be either leather or cane with uniformity of colour.

Uniform of Lady Scout Master and Assistant Lady Scout Master:

- a. Lady Scout Master and Assistant Lady Scout Master will wear uniform as given for Lady Cub Master and Assistant Lady Cub Master respectively with differences as follows.

Rank Badge: Rank Badge as prescribed for Scout Master and Assistant Scout master.

Scarf: A scarf as prescribed for the Scout Master and Assistant Scout Master.

Shoulder Badge: Shoulder Badge as prescribed for Scout Master and Assistant Scout Master.

- b. **Uniform for Air Scout Master and Assistant Air Scout Master:**

All Air Scout Masters and Assistant Air Scout Masters shall wear uniform as for a Scout Master and an Assistant Scout Master respectively. He shall also wear the Air Scout Badge 4 cms. above the right pocket.

Uniform for Sea Scout Master and Assistant Sea Scout Master:

Sea Scout Master and Assistant Sea Scout Master shall wear uniform as for a Scout Master and an Assistant Scout Master respectively. He shall also wear the Sea Scout Badge 4 cms. above the right pocket.

CHAPTER VI

GROUP ADMINISTRATION

Scouting is a Movement, not just an organisation. This is what B.P., said and it is true, but a little organisation is necessary in the interest of good administration.

Scouting follows the group. Cub units, Scout units and Rover units are required to function together, so that training of the appropriate kind is readily available within the group for boys of all recognised age groups. In a Group, the Cub pack has to work out the cub programme agreeably to its principles and methods, the Scout troop has like wise to work out the Scout programme according to its own principles, and the Rover Crew should work out its programme according to principles and methods that belong to Rovering.

The success of the Group system depends on (a) the understanding of the Group leaders and (b) their loyalty. Unit Leaders work together as a happy family of workers. The Group is regarded as a family unit. The Group Leader co-ordinates the work of the three sections of the Group, giving the Scouters of each section maximum scope and freedom of action to work out their own ideas. The Unit Leaders of the Section recognise the position of the Group Leader by referring to him in all matters concerning the Group as a whole and secondly by keeping him well informed about the affairs of the section.

The Group Leader is regarded as the Head of the Family. Unit Leaders inform him of Investiture ceremonies, Going up ceremonies, Camps, Expeditions, parents' evenings and all other important events, and arrange to give him an active part in such events whenever possible. He is consulted about problems and his advice is sought before they take major decisions of any kind.

The Group Leader is the official spokesman on behalf of the Group at meetings of such bodies as the Local Association, or District Association. He is in contact with the District Chief Commissioner and District Commissioner and other Scout

authorities. He is not concerned with actual training of the boys, but he has to make sure that such work is being done in the Group in accordance with the principles and methods of Association which are :-

- (1) **In the case of the Cub Pack:** Loyalty to the Cub Law, to badge system, to the jungle background recognition of the fact that principal function of the Pack is to prepare boys for Scouting.
- (2) **In the case of the Scout Troop:** Loyalty to the progressive use of the badge system and to making full use of the Court of Honour.
- (3) **In the case of the Rover Crew:** Acceptance of Rovering as the third training section. Imaginative use of training scheme, emphasis on preparation for service within the Movement as Instructors and Scouters, and service to the people.

It is preferable that the Group Leader does not have the responsibility of running a section. If he has that responsibility he is not likely to be as fully useful as otherwise

The affairs of the Group are managed by (i) the Group Council and (ii) the Group Committee.

The Group Council consists of all warranted Scouters of the Group under the chairmanship of the Group Leader.

The Group Committee consists of lay people for the most part, a few of the parents of Scouts of the Troop, and a few ex-members i.e., old scouts, well disposed towards the Group, willing to help and perhaps to use influence on its behalf. Scouters are not to be included in the Group Committee; the only exception however is the Group Leader. A lay Chairman is needed. The Committee itself is appointed or retired at the instance of the Group Leader, subject to the approval of the L.A.

In the case of school Troops the chairman may be the Head of the institution.

Broadly speaking, the Group Council is concerned with training and Group Committee with all matters other than training.

Group Council:

- (1) The Group Council co-ordinates training methods throughout the Group and ensures that each section's methods naturally and logically lead to the next.
- (2) It co-ordinates all games, activities, etc. and prevents inter-section, overlap or encroachment.
- (3) It sets standards in all departments for the benefit of the whole Group.
- (4) It discusses and resolves sectional problems concerning boys, gear used, for help, etc.
- (5) It organizes joint ceremonies and functions.
- (6) It works out each section's budget and discusses other financial matters so that the Group Leader may present them to the Group Committee.
- (7) It co-ordinates the use of the premises and equipments belonging to the Group.
- (8) It serves as a medium for exchange of experience among its members and promotes feeling of unity among the Group Scouters.

Group Committee:

- (1) The Group Committee provides all physical needs of the Group, such as premises, funds, etc.
- (2) It administers property, funds, etc., so that the Scouters can concentrate on training the boys.
- (3) It helps Scouters to find sites, materials, and acts as liaison with local authorities, Rotary Clubs, Lions Club etc., to further the objects of Scouting.
- (4) It helps recruitment of Scouters, instructors etc. and ensures continuity.

The Group Council is responsible to the District Commissioners for the training of the boys. The Group Committee is responsible to him for the welfare and up keep of the Group, and has no concern with the actual training of boys.

Group Registration :

Scout Groups are registered at the State Headquarters. Registration is done on the recommendation of the District Chief Commissioner, and the Local Association or the District Association.

The L.A. and the District Chief Commissioner must satisfy themselves independently, that registration is desirable, that suitable trained scouters are in charge, that they will run the Group on approved lines, that they accept the APRO, Rules and that they will as soon as possible form a Group Committee as required under the Rules.

When both the L.A. or the D.A. and the District Chief Commissioner are satisfied, recommendation is made to S.H.Q. in triplicate on a form which they would obtain from the State Headquarters. In the case of a School Group, the form must also be signed by the Head of the institution.

When the Group is registered SHQ will also issue a Charter, which has to be displayed in the Troop Club Room so that all concerned may know that the Group is an official unit of the Bharat Scouts and Guides, India.

It is only after registration that the boys can regard themselves as Cubs, Scouts, or Rovers as the case may be and it is only after this that they can wear the official uniform or the badge.

Certain other privileges also are available to the Group as a result of Registration-such as the privilege of using Railway Concessions and using certain special funds of the school for Scout Camps and excursions and so on.

The State Headquarters levy the Individual Registration fee and the Group Registration fee which every group has to pay before it is registered.

Registration places the Group under certain obligations also. The group agrees to abide by the discipline and rules of the Association as in APRO. If the Group registered is not a complete Group, it must in due course become a complete group, if the conditions do not make it impossible.

Secondly, the Group has to give effect to the religious policy of the Movement as set forth in the Rules.

Thirdly, the Group must ensure that the several sections of it receive Scout Training in Character, Health Handicraft and Service.

And fourthly, the Group should provide for itself a suitable Headquarters, and also necessary equipment and opportunity for training.

Registered Groups should renew their registration annually. The S.H.Q. charges a fee for such renewal.

Renewal of Registration is important. Groups which do not renew registration cease to belong to the Bharat Scouts and Guides and therefore lose all privileges going with such membership. Their members cease to be Cubs, Scouts or Rovers, and should not wear the official uniform or badges pertaining to the Movement.

Renewal of Registration should be done while the original Registration is still in force. Otherwise it will become a case of fresh registration.

CHAPTER VII

HOW TO START A TROOP

Scouting in India has almost confined itself to educational institutions. It may also be said almost truthfully, that for every single school that has taken to it there are at least three or four that have not. The value of Scouting as a co-curricular activity cannot be said. It has proved itself capable of closing up many gaps which school education has of necessity; leave, School which have not been able to organize scouting so far many sooner or later feel the necessity to do so. And under such a circumstance how to start a Scout Troop will acquire real importance.

The first step in organising scouting in a school is for the Head of the institution to acquire a working knowledge of the principles and methods of running a Scout Troop. The Head of the institution should acquaint himself with basic books dealing with Scouting. Of these "*Scouting for the Boys*" and "*Aids to Scouter mastership*", both by the Founder of Scouting, Lord Baden-Powell are very important. They will be able to give him a good picture of the activities of Scouts and the way of life that they have to lead.

The next step that the Head of the institution has to take is to secure a Scout master. Naturally, he would look for one from among his own staff. To ensure Continuity and to make scout activities really successful, It will be necessary to think of an Assistant Scout master also.

The Scout master and the Assistant Scout master should possess certain important characteristics. They should feel an urge, for work among boys. They should be able to sympathise with and appreciate boys-urges and boys needs, should be able to approach scouting with a real understanding of the boys point of view.

They should be men of sterling character and real ability. They should be men of good standing in society.

A Scout master's work is more or less of a special kind. Both the Scout master and the Assistant Scout master will need

special raining. The Bharat Scouts and Guide Association and its branches in the State periodically conduct training courses for Scout master and both of them should be sent up for training as early as possible. If both cannot be sent together, at least one should be sent immediately and the other sometime later. Such training will be found very helpful.

For qualifications necessary for Scout master and Asst. Scout master please see Rule 4-APRO Part II, Chapter-II

A Scout master does his work in a voluntary capacity and so does the Assistant Scout master. Head of the institution should make sure that those selected for scout work do not feel any compulsion but undertake it in a purely voluntary manner.

Then next step is to secure boys for the Scout Troop which is to be started. The Proper age group for a Scout Troop is boys of 10 + to 17. But it will be found advantageous to start with boys of 10 + to 14. Boys of this age limit will be in Standards VI to VIII, and if we start with them, they will be able to remain in the School and therefore, in the Scout Troop for a much longer period than boys of higher standards if they are taken at first.

If the leader of the institution sends out a general note saying that a Scout Troop is to be started in the School and those who desire to join may give their names before such and such a date to so and so who is to be the Scout master, one can be sure that quite a number of boys will seek admission. But only about eight to twelve boys should be taken on at first. If the Scout master arrange to play games with them and otherwise engage them for a week. He should be able to pick out the best among them and make up the number he has in view. These eight or more boys should be properly trained for the Pravesh Test, and also for the Pratham Sopan Test before fresh boys are taken. The others should, therefore, be kept on the waiting list for a few weeks.

Boys who are selected for the first batch of eight or twelve should be well trained. The scouts master may meet them on three evenings a week, and one of each of these occasions he

should engage them in games and teach them scout-craft coming under the Pratham Sopan Test. Two or three weeks will be found sufficient for this. In the meantime arrangements should be made to get the Troop registered with the Local Association and badge obtained. On completion of the Pravesh Test, the boys should be invested as Scouts. They should now begin to receive good training for the Pratham Sopan Test.

The Scout master would now be able to decide which of the boys will make good Patrol Leaders. He can now divide the boys into as many Patrols as he has efficient Patrol Leaders. He could also get the Patrol Leaders to select their own Seconds. Since each Patrol can have six to eight boys there will be vacancies which can be filled up by taking fresh boys from the waiting list.

Now, we have a regular Troop with a certain number of Patrols. From now on the court of Honour should begin to function and the administration of the Troop should be entrusted to it. The Scout master will remain in the background and exercise a sort of "remote control".

Troop Meeting should be held in a formal manner from now on. They should be held twice week, and on each occasion they should be for a minimum of one hour and fifteen minutes. Scouts who know will teach those who do not, and all will "learn by doing". In this manner, following the Patrol System, the Scouts will pursue their study of scout-craft. New boys will prepare for the Pravesh Test, and the others for the Pratham Sopan test as the case may be.

Registration of the Troop

As soon as a Troop takes shape, effort should be made to get it registered with the Local Association or the District Association as the case may be. The procedure is laid down in Rules 4, 5 & of Chapter III APRO Part I.

CHAPTER VIII

THE PATROL AND THE TROOP

The smallest Unit of Scouting is the Patrol. Two or more Patrols constitute a Troop.

The Patrol :

The Scout Patrol consists of 6 to 8 boys. The boys should be more or less of the same age, and as far as possible they should all belong to the same locality. If they belong to one neighbour, it will be possible for them to keep in close touch with each other. They can come together easily for work or training. They can also meet easily when they have any job or service project to carry out.

The strength recommended by the Rules is six as a minimum and eight as a maximum. If the number is less than six, they will find themselves to be too few and unable to tackle any job or project. If the strength is more than eight, the Patrol will be too big and unwieldy.

Scout patrols are named after birds or animals. Boys like such names for their Patrols and they become proud of them. The object of giving names of birds and animals to the Patrols is to induce in the minds of scouts an interest in Nature Study. When selecting names Scout Patrols should select names of birds or animals peculiar to the District as far as possible.

A Complete list of suitable names of birds and animals is given in Scouting for Boys.

Every animal or bird in this list has one colour or two colours prescribed for it. Scouts wear shoulder stripes according to the name of Patrol to which they belong. The shoulder stripe consists of 2 bars each 5 cms. long and 1.5 cms. wide both of one colour or of separate colours as given in Scouting for Boys, and stitched horizontally each 2 cm. apart at the top of the left sleeve of the Scout shirt immediately below the shoulder seam.

Scout Patrols have their Motto based on some of the qualities of characteristics of their Patrol animal or bird. Members of the

Patrol have to make a close study of their Patrol animal or bird, and by actual observation learn all they can about it.

Members of the Patrol use Patrol cries which is the cry of the animal or bird as given in Scouting for Boys. Such cries are used during games to attract each other's attention. By using cries with caution Scouts are able to move about without being seen by the opposite side. Patrols help them to communicate with each other secretly.

During tracking and other games the members of the Patrol use Patrol symbol to indicate their identity.

The Patrol Leader:

The Scout Patrols is under the leadership of one of its own members, selected and appointed by the Scout master. When so appointed he is called Patrol Leader. The selection should be made with due care. The Scout master should informally consult the members of the Patrol before he decide upon a candidate and he should make sure that the choice he has made is quite acceptance to them. Alternatively he may hold a formal election, but when this is done, the Scout elected by the Patrol will have to be approved by the Scout master before he is appointed.

The choice of a Patrol Leader should be governed by a few specific consideration. The candidate for appointment as Patrol Leader should be quite proficient as a Scout. He should possess a fine character. He should also have proper leadership qualities. A Patrol Leader leads by personal example Unless he possesses a fine character, and is quite good as his Scouting he will find it difficult to manage.

When does A Patrol Leader Lead?

The answer is "Always". The Patrol Leader has as to lead his Patrol to success. His aim should be to run it in such a manner that everyone in his Patrol is able to make good progress not only at Scouting, but also as regards personal character. The Patrol Leader has to see to it that his boys are not only regular in attending Troop and Patrol Meetings, but also make sure that they take real and genuine interest

out work, and are going up steadily on the Scout ladder of efficiency. The Pravesh Scout has to become Pratham Sopan, the Paratham Sopan to Dwitiya Sopan has to become Tritiya Sopan step by step. And further, the Tritiya Sopan Scout should qualify himself in due course for Rajya Puraskar. And finally he has to qualify himself for Rashtrapati Award. Keeping all this in mind the Patrol Leader has to plan his work and lead his Scouts step by step, with tact and determination. The other aspect of his work is building up loyalty to Scout ideals represented by the Scout Law and the scout Promise. And in this more than other things his personal attitude and personal example are of immense value.

The Second :

The work of the Patrol Leader is one great responsibility. He needs the active help and support of another member from his Patrol. The Patrol Leader shares his responsibilities with another Scout of his choice in whose ability he has confidence. When he makes his choice the Scout master will appoint him as Second. He is really second command. As second, he will not only assist the Patrol Leader in his work, but will also take charge of the Patrol leader in his work, and also take charge of the Patrol when ever the Patrol Leader is away on other work.

Insignia:

Patrol Leader and Second have their own special insignia. These consist of green stripes, 6cm. long and 1^{1/2}cms. wide.

Patrol Leaders wear two of these stripes on their left pocket one on each side of the membership Badge.

Seconds wear one stripe on the left pocket, on the inner side, that is, to the right of the membership Badge.

The Patrol Leader also carries the Patrol Flag.

Each Patrol Leaders has a small flag on his staff with his Patrol animal or bird shown on it on both sides.

Each Scout in a Patrol has his regular number.



This is the Patrol Flag of the Wolf Patrol of the First London Troop.

The Patrol Leader is No. 1, the Second No. 2. The other Scouts have the consecutive numbers after these. Scouts usually work in pairs as comrades, Nos. 3 and 4 together Nos. 5 and 6 together and Nos. 7 and 8.

Patrol Motto :

Each Patrol choose its own motto, which generally applies in some way to the Patrol animal. For instance, the Eagles could have as their guiding animal. For instance, the Eagles could have as their guiding words, "Soar High", or the Beaves could say "Work Hard", the hounds" True Till Death" and so on.

Patrol Call:

Each Scout in the Patrol has to be able to make the call of his Patrol animal—thus every Scout in the "Bull dogs" must be able to imitate the growl of the bull dog, this is the signal by which Scouts of a Patrol can communicate with each other when hiding or at night. No Scout is allowed to use he call of any Patrol except his own. The Patrol Leader calls his patrol at any time by sounding his whistle and giving t he Patrol call.

The Scout Troop:

A Scout Troop consists of two or more Scout Patrols working together. Each Patrol is a self-contained unit. The Patrol Leader looks after it. He administers it in his own way, however subject to the guidance of the Scout master. But Patrols have to come together for common exercises, for games and practices, and during camps. On all such occasions the Scout master leads the whole Troop, but the Patrol Leader is still incharge of his Patrol.

The relationship between Scout Patrols and Scout Troop should be clearly understood. It is correct to speak of a Scout Troop is consisting of a number of Patrols. But to speak of it as

being divided into so many Patrols is not correct, for Patrol is the unit in scouting, and is self-contained unit.

Gang Spirit :

Baden-Powell, the Founder, based the idea of the Patrol on certain characteristics which are natural to the boys of the Scout age group. Boys of this age group are seen to go about in small groups, whether for mischief or for play. When they go about like that, they follow one of themselves as natural leader. Among themselves they are loyal to each other and stick together through thick and thin, and develop a group loyalty. Baden-Powell called it "gang-spirit". He patterned 11' Scout Patrol on this gang-spirit and evolved the Patrol system out of it.

Leadership Training :

The Patrol leader and the Second develop a sense of leadership by the method of "learning by doing". By accepting responsibility for the Patrol, they learn to discharge responsibility. In this way they become responsible leaders. Much more than that they lead by personal example, by their attitude towards the Scout Promise and the Scout Law, and by their loyalty to Scout ideals.

The Patrol Leader's responsibility to his Scouts is not limited to the hours he spends with them during the Troop and Patrol Meetings. It extends to other times and to other spheres also. He leads them at all times, and in regard to all matters.

Patrol-in-Council :

The Patrol Leader and his Patrol constitute a single team. They all work together in every way. It is necessary for the Patrol Leader to be in touch with the wishes and desires of his Patrol. He will frequently consult them about the affairs of the Patrol. A meeting of the boys of the Patrol for consultation is called a Patrol-in-council. The Patrol Leader presides over its meetings, and he sees to it that every Scout expresses his view boldly without any inhibition. But the final view of the Patrol will be respected by all the Scouts and it is these views that he in his capacity as Patrol Leader will communicate to the Scout master or the Court-of-Honour when it is necessary to do.

The Patrol- in-Council meets once a week and also when any important subject has to be considered.

The School Troop:

A School Troop is just like any other Troop. There is no difference between a Troop started in a school and one started in locality or institution other than schools. All are Scout units. They have the same aim and objects. They follow the same methods and carry out the same kind of activities.

A School Troop may however be defined as a organised in a school under the authority of the Headmaster (or Principal) duly registered as a group at the State Headquarters of the Bharat Scouts and Guides, and is run by a teacher or teachers nominated by the Headmaster and recognised by The Bharat Scouts and Guides and duly warranted by them. Registration is effected at State Headquarters on the recommendation of the District Chief Commissioner. Registration gives the Group a proper status and makes a unit of the Bharat Scouts and Guides. It confers certain privileges also. Only registered units can get Railway concessions, and only they are entitled to the use of certain school funds, especially those relating to camps and excursions. Only registered groups can Participate in Scout gatherings like Rallies Jamborees, etc.

The Scouts who belong to the Troop are by virtue of the registration entitled to wear the Scout Uniform, and work for the various Scout badges, and when won wear them on their Uniform.

By virtue of the registration, the Scouters of the Troop are entitled to wear the Scouter's uniforms and badges and other insignia as and when they are won or given .They may be elected to various committees/councils.

School troop come under the category of "Sponsored Groups" or "Sponsored Units". A sponsored unit is one organised and run by an institution like a School, the Y.M.C.A. or other similar organisation.

Open Units:

Units organised and run by the residents of a locality or neighborhood are described as "Open Units".

CHAPTER IX

PATROL SYSTEM

Patrol System or Patrol Method of administering the Troop is something peculiar to scouting. Its essential feature which distinguishes it from all other organisation.

Working out the Patrol System consists in entrusting to the Patrol Leader the entire responsibility for his Patrol and leaving all the initiative with him. When Patrol Leaders of a Troop feel that all responsibility for progress and efficiency is on them they respond in a splendid manner and will do everything they can to make their Patrols efficient and well disciplined.

It is true Patrol Leaders are not trained Leaders, but only boy leaders under training. But use of the Patrol System gives them the chance to learn how to lead, how to accept responsibility and how to discharge responsibility. This training in responsibility is one of the best boons that scouting offers.

The Scout master must try to keep the Patrol Leaders well ahead of the rest always. He should provide special training for them. He should imagine himself to be the Patrol Leader of the Patrol and give them training in scout craft at the end of a C.O.H. meeting or at a special training camp or during meetings. During Troop Meetings the Patrol can for a short interval be left in the sole charge of the Second and the Patrol Leader can be taken away for special instruction or training.

Not only should Patrol Leader receive help in the shape of special training as mentioned here, but they should also have other kinds of help. For instance, they may be given advance information of or the coming events or activities though not in detail; they should get regular flow of suggestions for Patrol activities, and Patrol Meetings, and they should have special opportunities and facilities like help in organising Patrol Camps, Patrol Expeditions, Patrol Meetings and so on.

Patrol System is not one of many methods of running a Scout Troop, it is the only method. Patrol System is not optional; neither can it be switched on and off at the discretion of the

Scout master. Patrol System operates because the Scout master makes it operate. It is not self-operating. Though it is based on the gang instinct of boys, it is not easy to work out. It requires strong determination on the part of the Scout master, if it should be worked out successfully.

Patrol System will succeed only (1) If the Scouter has faith in the boy and his potentialities; (2) If he has real understanding of the difference between Scouting and Scout craft; (3) If meetings of the Court-of-Honour are held regularly and frequently; and (4) If the Scouter feels unfailing loyalty to his Patrol Leaders in small and big things alike.

Patrol System is the best way of training character and building leadership and creating a sense of responsibility. It is the only way of running a Scout Troop. Failure to use the Patrol System will lead to failure of the Troop.

Scout training in the Troop should follow these lines. The Scout master trains the Patrol Leader and the Patrol Leader trains his Scouts. The Scouter during Troop Meetings creates opportunities to use new skills acquired. There should be rewards for effort, in the form of Badge Test and prompt award of badges. The Scouters should provide constant opportunities for revision of skills through games, competition, Patrol activities or Troop Meetings and Patrol Meetings.

It must be conceded that not all subjects can be dealt with in this way. Nor this can Patrol Leaders be always used for all instructional purposes. Subjects like advanced First Aid or the use of the Prismatic Compass may call for Scouter's instructions. But we should not forget that unless the Patrol Leader is made use of as an Instructor, he will lose one of his valuable opportunities for gaining Leadership.

The Patrol Leader has to keep in close touch at all times with the members of his Patrol. At the meetings of the Court-of-Honour, it is the views of his Patrol rather than his own that he is expected to present. This is possible only if he is able to call together his Scouts and hold a Patrol-in-Council. During this meeting they will discuss frankly the opportunity to as certain

their views. The Scout master should encourage such meetings and should create suitable opportunities for them. He could ask the Patrol Leader to find out and report the views of his Patrol. Meetings of the Patrol-in-Council need not always be formal. It may take the form of an informal discussion during meal time in camp, for instance.

Patrol System will give good results, but only in the long run. Patrol System and Scouting are bound together. They stand or fail together.

CHAPTER X

COURT-OF-HONOUR

The Scout Troop is organised and run as a self-governing institution. Its managements is entrusted to a Court-of-Honour, constituting of the Scout master and Patrol Leader. The Court-of-Honour attends to the day-to-day affairs of the Troop.

The Court-of-Honour:-

- (1) Guards the honour of the Troop;
- (2) Safe-guards standards within the Troop;
- (3) Advises and helps the Scout master in the arrangement of the Troop Programmes, etc. and
- (4) Attends to the internal administration of the Troop, such as discipline, expenditure of Troop subscriptions, and other matters:

Meetings:

Meetings of Court-of-Honour (C.O.H.) are held once a month or more and they deal with Troop programmes and Troop activities and also special events. The C.O.H. meetings should not form part of the day's work, but should be distinct and separate. Meetings of the C.O.H. may be held in the Court-of-Honour Room if there is one, or in any convenient secluded open space to which the Troop may have access.

Meetings of the C.O.H. should be conducted on formal lines. They should be started punctually at the appointed time discussions should be business-like.

Before the commencement of the meeting the Patrol Leaders and the Scout master should assemble at the appointed place and wait for the correct moment, and when it arrives, the Chairman should call the meeting to order. The members should rise and offer prayer to God. And then they will proceed to deal with the agenda for the day.

The Scout master is a member of the Court-of Honour but he normally makes Troop Leader or a Patrol Leader to preside over its meetings. He, however, has veto power.

During the meetings of the C.O.H., the Scout master will keep his own idea in the background ordinarily. He will not thrust his opinion on the Patrol Leaders. On the other hand he will encourage them to deal with their problems in their own way. He will watch the proceedings, present the pros and cons, and help them to come to a proper decision. He would strive to make the Patrol Leader think actively. His real aim is to train them. He does not interfere until there is real necessity. And then he comes forward to avert some real danger of difficulty.

Patrol Seconds are not members of the C.O.H., but they may be permitted to attend its meetings. They will act as observers. They will not speak on any matter on the agenda, but they may brief the Patrol Leader.

It is a very good practice for Patrol Leaders to present a formal written report at each meeting of the C.O.H. indicating the progress of the individual members of their Patrols. Such reports may refer to attendance, the winning of Badges, like the Pratham Sopan, the Dwitiya Sopan, the Tritiya Sopan and so on and also Proficiency Badges. Information like this will enable the C.O.H. and the Scout master to gauge how the Troop is progressing.

At the beginning of the year a Troop has to draw its programme for the year. The Court-of-Honour can draw it upon broad lines, and decide on the principal feature and events. It is not necessary for them to go into details. From this long term programme the C.O.H. should from time to time build short term programmes effective for three months at a time, furnishing greater details. On similar lines can the C.O.H. also indicate the programmes for each month from time to time. And when this is done the Scout master can with the help of the Assistant Scout master draw up the weekly programme in full detail. Such a step will enable the actual programme to appear fresh to the Patrol Leaders and to the Scouts and will also preserve elements

of surprise which the Scout master may introduce in the final detailed programme.

The Court-of-Honour is the institution of great importance. Here, the Patrol Leaders get proper training in leadership. Whether or not we succeed in this respect, will depend on the regularity of the C.O.H. Meetings, and the way the problems are discussed and decided upon. The Scout master's share of the training of the Patrol Leader has to be properly appreciated. He may be described as exercising a kind of "remote control" done with great tact and good care.

CHAPTER XI

THE TROOP CLUB ROOM

Every Troop should have its own Club Room. It must be a room which it can truly its own. It need not be anything very ambitious; but it must be exclusively for its importance in the character training scheme that Scouting is.

Schools as a ruled do not find difficulty in regard to the provision of a Club Room for their Scouts. They can easily spare a small room for the purpose. But Open Troops may have to hire a building or a portion of a building for use as Club Room, and then finance may be a problem.

Troops will need a fairly big room for use as a Club Room. It should not only be fairly big, but well ventilated, and well-lighted.

The building or room will serve as the official Headquarters of the Troop. All papers, books, and Registers connected with the Troop will be kept there. The Scouts will regard it as their official home where they can meet and engage themselves at work and play.

The walls of the room will display the Progress Chart of the members patrol-wise and in one glance it will be possible for any one to find out how far each individual Scout has made progress in scout craft. One can by perusing the Chart say easily how far an individual Scout has gone up the ladder of efficiency. Troop Notices will decorate another portion of the wall and the Notice Board will always be kept up-to-date.

The Troop library, training equipment, games equipment and other equipments belonging to the Troop, and other articles should be kept in the Club Room arranged neatly and in an orderly manner.

Portraits of the Founder and Lady Baden-Powell should find a prominent place on the walls of the Club Room, and there should be other photographs and pictures dealing with the life and activities of the Troop. Along with these there should be charts containing the Scout Law and Promise. A special Honour

Board should give the names of Scouts who have won the Dwitiya Sopan Badge, Rajya Puraskar and an other the names of those who have won the Rashtrapati Scout Badge. On another part of the wall there should be a sign board giving the names of the Group Scouters and also the Patrol Leaders past and present.

In a separate room, or in one corner (if there is only one room) there should be permanent arrangement for the C.O.H. meetings. These should include a separate table with seats for the Scout master and the Patrol Leaders. This corner (or room) should be used only for C.O.H. meetings and not in other ways. Permanent Patrol corners should also be assigned to each Patrol. Here, the Patrol should put up the Patrol theme and there Patrol Motto. In a suitable box almirah, the Patrol Leader will keep his registers and books. Here, he will conduct his Patrol-in-Council meetings when necessary, and here he will do all indoor work connected with his Patrol.

In addition to its use in these various ways the Troop Club Room will also serve as a rendezvous or a meeting place for the Scouts and the Scouters of the Troop for gathering together before and after the Troop Meeting. Handicraft activities also may be done in this room.

The Troop Club Room is never the venue for Troop Meetings. The Scouts may assemble there, they may even conduct their formal opening and their formal closing in there. But for working out the substantive part of the Troop programme, such as Scout craft and games they should adjourn to an outdoor spot within easy reach of the Troop Club Room. And when the day's activities are over, they will come back to the Troop Club Room once again after formal closing they will disperse from there.

CHAPTER XII

HOW TO RUN THE TROOP

The technique involved in running a Troop is totally different from the one involved in starting it. In a well-established Troop, Scout work "Has to be varied, methodical and progressive. Boys like to feel that they are making progress. They are easily tired and bored if they get the same thing again and again every day.

The principle adopted in Scouting is that one learns by doing. Scout training has, therefore, to be made as practical as possible. Those who do not know, learn from those who know. The Patrol Leader is usually kept well ahead, and he is therefore, in a position to teach. But he teaches not so much words or explanations as by demonstrations. The learning is by a system of "Apprenticing."

The Scout master and the Assistant Scout master should contrive to keep the Patrol Leaders well ahead of their Scouts as regards Scouting knowledge and skill. They should give them special instruction and training and also extend to them a few special privileges. The Scout master should imagine himself to be the Patrol Leader of the Patrol consisting of Patrol Leaders. He can give special training to them at the end of the Court-of-honour Meetings or at Troop Meetings, or at a special training session. During Troop Meetings the Patrol Seconds are left incharge of the Patrol for a few minutes and the Patrol Leaders are called away for special instruction and training under the Scout master or the Assistant Scout master.

Apart from the Patrol Leader should be given other kinds of help and advantages. He should have pre-knowledge of activities through in detail. The Patrol Leaders must have ready access to the Scout master and they should have a regular flow of suggestions from him for Patrol Activities and Patrol Meetings. They should also have special opportunities and facilities, like help in organization of Patrol camps, Patrol expeditions, Patrol Meetings and so on.

Scouters as a role should not teach Scouts directly. They teach the Patrol Leaders and the Patrol Leaders teach the Scouts.

Teaching should follow audio visual methods. The use of a good compass for teaching direction sense, the use of knots charts and knotting frames in teaching knotting, the use of properly assorted articles for Kim's game, the adoption of it such as "Running Kim", comparison of pictures closely resembling each other for detection of not easily noticed dissimilarities as part of Kim's game, the use of well prepared tracking plot for the study of tracking, and so on would make the teaching of scout craft eminently practical and interesting as it should be.

Running the Troop would mean conducting Troop Meetings with regularity, and through such meetings enabling the Scouts to get higher and higher up the ladder of efficiency, and making them better and better in character day-by-day. It would also mean providing opportunities for outdoor activities and expeditions.

Keeping the badge requirements for the Pravesh, Pratham Sopan and Dwitiya Sopan stages in view the Scout master will be able to draw up a suitable programme for the year. And very good suggestions for keeping the Scouts usefully active will be found in books like Gilcrafts' "How to Run a Troop" and the Gilwell project books. The Court-of-Honour should be brought into full swing even from the beginning, Scouting is described as training in self-Government. It is government of boys, by boys, for boys. And since that is so, all its activities should be planned and worked out by the Scouts themselves. Boys exercise their choice of activities, through the Court-of-Honour which may meet after a weekly meeting and arrange for the next meeting.

The Programme for Troop meetings is drawn up by the Court-of-Honour on broad lines, and the Scouts master later on draw up the programme in further detail. This enables elements of surprise being preserved.

Games and other items worked into the programme retain their freshness for the Scouts who take part, everything is fresh and crisp.

Scout Meetings are to be held in the outdoor in natural surroundings, and in God's open air. Work proposed should relate to the Pratham Sopan and Dwitiya Sopan Badge and it should partly be in the nature of games and partly by activities enabling the learning of skills connected with Scout craft.

It is a good guiding rule to see that Scout have an opportunity for vigorous activity when they come for these Troop Meetings. This is particularly desirable when the Meeting is held indoors for reasons of weather or for equally compelling reasons. Games of a suitable kind should be selected for these indoor meetings. Indoor Games for Scouts (Pearson) is a good book to consult. And so, is Outdoor Games for Scouts (Pearson) a good book to consult when the meetings are held outdoors.

School Troops are in one sense different from other Troops. The difference consists in the circumstances that Scouts in a school Troop have their school examinations coming off and on, and that their Scout activities vary in their intensity according to them. Activities of the Troop reach a low ebb about the month of January and they can be said to be almost nil from February to June. This is a state of affairs which has to be rectified. As things are, most of the School Troops go into a sort of hibernation during the examination months and use themselves into activity during other months. This will affect their utility in a very bad way.

Continuity of activity is a *stine qua non* for Troops. It is only when there is continuity activity in a Troop that it will be able to function as a character training organization. Scout masters and Headmasters of school should do all they can to obviate the difficulty that is cause. Careful planning from beginning of the school year will enable Scouting to go on without interference with school work of the Scout. If students who are Scouts realize their responsibility for school work, and can learn to be regular and up-to-date with it from the very commencement of the school year,

they will be able to devote time for Scouting even during January-March through in a some what restricted way. If they discipline themselves they would be able to accept the challenge, take time by the fore lock and come out successful in the end.

Scout master and headmaster should try their utmost to see that there is no break of continuity in the life of a Scout Troop and that the transition from one school-year to the next is effected smoothly and without interruption to Scouting. To close the activities of a Troop every January or so and then to think of a formal revival in June or july again will cause irreparable damage to scouting and seriously affect its usefulness as a character training medium. This fact must be carefully borne in mind.

CHAPTER XIII

TROOP PROGRAMME

Troop Leader : One of the Patrol Leaders, with experience of not less than six months as Patrol Leader, preferably with Dwitiya Sopan Badge, may be appointed as Troop Leader by the Scout master in consultation with the "Court-of-Honour. He shall wear the Scout Uniform and in addition wear two green stripes on the left pocket and Troop Leader" Badge above service star worn above the left pocket of the shirt or at the same place in Jersey. He offers active assistance to the Scout master and Assistant Scout master and takes charge of the unit in the absence of the Adult Unit Leader. Troop Leader's Badge is rectangular badge with emblem in yellow on green background with a yellow ring round it and three green vertical stripes to the left of the emblem.

Assistant Troop Leader : One of the Patrol Leaders with not less than six months service as a Patrol Leader, preferably with Dwitiya Sopan Badge, may be appointed as Assistant Troop Leader by the Scout master in consultation with the Court-of-Honour. He shall wear the Scout Uniform and in addition wear two green stripes on the left pocket and Assistant Troop Leader's Badge above Service star worn above the left pocket of the shirt or at the same place on jersey. Asstt. Troop Leader assists Troop Leader as directed. Asstt. Troop Leader's badge is a rectangular badge with emblem and ring around it in green colour and three green vertical stripes to the left of the emblem.

The beginning of the year the Court-of-Honours should meet and decide in a general way the programme of activities that the Troop is to follow during the year. This would be a rough forecast indicating the month during which a particular event will come up but it will not give the dates or even details. In drawing up a rough programme of this kind the C.O.H. will keep the School holidays and vacations in view, and also the busy parts of the school year when Scouts will be expected to devote greater attention to school work. The rough programme

will indicate celebrations of Troop Day, Annual Camp, weekend camps, special course for the Dwitiya Sopan Badges and the Rastrapati Scouts Badges and so on. Drawing up a programme of this kind in the beginning of the school year will enable the Troop to arrange its work in a business like way. And such advance planning will also enable the Troop to grow in efficiency.

Schools generally re-open in June after the summer vacation, and when they do so it is time also to start Scout work for the year. It should not however, be a starting a new. One should be able to pick up the thread where it was left at the close of the previous year.

School Troops do have occasional interruptions corresponding to the temper of the school itself. Such interruptions are inevitable. But what is expected of a wise Scout master is that he will get over the difficulty in a sensible manner and not allow such interruptions to interfere with the progress of the Troop. A Scout Troop once it is started must go on without break in continuity. Patrol life should go steadily and progressively, and so also troop life.

Patrols are permanent unit and Scouts belonging to each of them are its permanent members. Working and playing together the members of the Patrol develop a patrol spirit de corps and they feel bound to each other by Patrol spirit. Scout Troops consisting as they do of several Patrols are also permanent and in a Scout Troop the Patrols are bound together by what we may call Troop spirit. Patrol spirit and Troop spirit are realities, and their growth should always be encouraged.

All this explains why starting Scout work again in June is not to become a starting a new, but that it is to share the characteristics of a just a continuation of the work from where it was left off at the end of the previous year.

All the same, in June, School Troops would need a little re-organisation, consequent on some of the Scouts passing out and going to the colleges or other institutions. Such vacancies have to be filled up. If some of the PL's have left, their places should be

taken up by the Seconds, or by even other experienced Scouts. All such questions have to be dealt with as soon as possible. And the C.O.H. as freshly, constituted, should go into the question of the year's programme without delay.

One important aspect of the Troop Programme will be fixing the months when intensive Scouting in the shape of regular twice a week Troop Meetings are to be held. From June to the end of December a Troop should find it convenient to do this. After January because of the impending examinations it may not be possible to hold Troop Meetings twice a week regularly every week or for the full duration of an hour and a quarter. During the period January-April Troop Meetings can become less frequent and shorter in duration. The practice now seems to be for Scout Troops to wind up altogether during the months and to wait till the re-opening of the school to start once again. Winding up is bad. It is very harmful. It seriously affects the good that Scouting can do to the boy. And starting again is equally bad. Both should be avoided. And School Troops must work for their own continuity.

Another valuable piece of advice would be that School Troops ought to fix in advance the months for (1) Weekend Camps and (2) for the Annual Camp.

Another matter of equal importance is to fix certain months for a bit of intensive training for the Dwitiya Sopan Badge and for the Rashtrapati Scout Badge Training for the later would mean concentrating on certain Proficiency Badges. All this work should be done as early as possible during the school year. Probably, August and September will be very appropriate. This work may be done by Troops all on their own, and occasionally they may be done regionally if the District Chief Commissioner and others are agreeable to it. Other events which have to be included in the year's Programme are the celebration of the Troop Day, participation in District and State Rallies, the celebration of the Scout week, the celebration of the Founder's Birthday, and the celebration of certain festivals and National Days.

Such a programme will necessarily in a rough form. The Scout master in consultation with the C.O.H. can fill in all necessary details from time to time.

Troop Meeting Programmes will be drawn up in full detail for one month and then each week just or four days in advance. It can be done by the Scout master and the Assistant Scout master. If the Patrol Leaders so desire the details may be fixed in their presence, but in that case the programme will not be sufficiently fresh. It is better to retain an element of surprise around the week's programmes, so that the Patrol Leaders and their Scouts can come to them in all freshness.

In addition to the Troop Meetings, every Troop should have other commitments like the Annual Troop Camps, Annual Fund Earning (Raising) Week, Annual Scout Day and so on.

Annual Camps are best held during the mid-summer vacation. A Camp should last a week or so and should concentrate on good Scouting and good Camping. The venue should be carefully selected and duly advertised well in advance. The emphasis in these camps will be on the Scouts way of Life. The aim will be wholesome living and life in keeping with the best Indian Traditions.

Sight seeing and visits to important places may also be combined with it.

Fund earning may be for the Group itself, or may be for any good cause, or for both. This calls for careful planning. Adult help will be essential. Sale of work can be organised Exhibition may be conducted. Handicraft sales also may be attempted.

The Annual Scout Day should come at the end of they year. It will be an occasion when the people of the locality will be able to find out how active the Group has been and what its principal activities have been.

CHAPTER XIV

TROOP MEETING

The term Troop Meeting has a reference to the periods of short duration that the Scout master spends formally once or twice a week with his Troop, imparting formal instruction and training, keeping the Patrols actively engaged in scout activities according to a definite programme drawn up for the occasion.

There should be two Troop Meetings every week. Of these one should be under the charge of the Scout master, and the other under the charge of the Patrol Leaders. Their duration should be 90 minutes each time. But if two meetings are not possible, at least one meetings should be held every week with a duration of 2 hour or more. This should be under the charge of the Scout master. The Scout should be in uniform at these Troop Meetings, or at least one of the meetings every fortnight.

Troop Meetings should be held with regularity under the BS & G flag.

They should be held on the same day every week, and their duration should be definite. They should begin punctually and end equally punctually.

They venue for Troop Meeting should always be the outdoor. The Troop's Club Room may, however, be made use of conjunction with Troop Meeting for the Scouts together before the Troop Meeting and for re-assembling just before going home.

Scouts may not be able to attend all the Troop Meetings in uniform. It is not very essential either, if they attend two out of the eight usual meetings every month in uniform, it will quite do. Certain of the Troop Meeting should be definite understood to be "Uniform" meeting say the 1st and 5th Troop Meetings each month. Such periodic appearance in uniform will keep the Troop sufficiently smart. Scouts should attend these in uniform. At other wearings of the uniform may be regarded as optional. But it should be the rule that Scouters attend all meetings only in correct uniform.

School play ground if available can be used for Troop Meetings, if a portion about half the size of a football ground can be made available for the purpose.

One end of this area should be set apart as the "Flag Area", where the Troop will fall-in for the flag ceremony. Different parts of the ground should be marked out as "Patrol Corners". Where the Scouts of the Patrol can come together when they arrive before the Troop Meeting, and again just before their going home.

Just before the Troop Meetings, Scout should assemble in their Patrol Corners. Here they will be received by their Patrol Leaders. The Patrol Leaders will collect their Troop Subscription, inspect them to see if they are correctly dressed, if they have brought with them the equipment necessary for instruction and training, and if they are ready in other ways also. A minute or two before the time fixed for the Troop Meeting, the Patrol Leaders will march them to the Flag area and leave them there.

The proper formation for the Troop is the Horse-shoe formation. The Patrols will be in their usual serial order on the Horse-shoe, and within the patrol the Patrol Leaders will occupy the right end and the Second left end and in between there remaining Scouts will stand in their serial order.

As soon as it is time, the A.S.M. should take charge of the Rally. Failing the A.S.M. or the Troop Leader will form the rally properly and then hand over to the S.M. after calling he Troop to alert and saluting the S.M.

The Troop will be in horse-shoe formation. The Flag pole will be erected at the base of the horse-shoe and in the middle of it. A straight line just about 3 paces behind the Flag-pole is the position for the S.M. and A.S.Ms. The position of the S.M. is the the right of the A.S.Ms.

As soon as, the Troop is in formation the A.S.M. will call the Troop to order, turn towards the SM, salutes and hands over the Troop to him. The A.S.M. will go to the line of scouters and the

SM will march to the place occupied by the A.S.M. The Troop is now in the charge of the S.M.

Having taken charge of the Troop from the A.S.M. the Scout master will proceed to the ceremonial beginning of the Troop Meeting programme. This consists of (1) Prayer (2) Flag and (3) Inspection. The Scout master will personally conduct them. These will need about 5 minutes. After inspection, collection of subscription, attendance etc. will go. And when this is over the Troop will proceed to the main part of the Programme.

TROOP MEETING PROGRAMME

The entire programme for the Troop Meeting will be more or less as follows:-

- | | | |
|----|--|---------|
| 1 | Ceremonial beginning-Prayer, Inspection of Troop and Flag. | 5 Min. |
| 2 | Games - General Games, Team Games and other Games. | 10 Min |
| 3 | Patrol Activities-the PL presents a project card to the second which tells him he has to do with the Patrol while he himself is away; and he gets away for instruction under the A.S.M. Now the second gets on with the Patrol in accordance with instruction. | 15 Min. |
| 4. | Relay Race etc.-By way of giving practice in Scout craft to the Scouts. | 10 Min. |
| 5. | Work in Patrol Corners-By PL with the help of the Seconds. Scouts being instructed in Scout craft. PL may teach something new every time. | 10 Min. |
| 6 | Game or competition to practise what has been taught by the PLs. | 10 Min. |
| 7 | Scout master's yarn or instruction or badge presentation or investiture if any. | 10 Min. |
| 8. | Some training games, songs or yells. | 10 Min. |

- 9 Ceremonial-closing Inspection of the Scouts to make sure that they are clean and tidy for for going home. This will be followed by any announcements which the Scout master may have to make. Next comes the Prayer, and finally lowering the Flag.

10 Min

90 Min

The items of the programme indicate how work and Play should be interspersed and how they should alternate.

A few points should be noted-

- 1 The Ceremonial beginning and the Ceremonial ending of the Troop Meetings are important.
- 2 The games in the beginning offer sufficient physical exertion to the Scouts to make their minds. alert and receptive for instruction which is to follow.
3. Patrol Activities in the Patrol corners emphasise the Patrol method of administration. They illustrate also how training in leadership and responsibility is achieved.
4. A.S.Ms. instructions of Patrol Leaders shows how the Scout master shares important work with his Assistants.
5. Scout master's yarns is usually on some general topic and is not confined to Badge Tests. The Yarn is given to the whole Troop; and it brings the S.M. into close touch with all the Scouts of the Troop.
- 6 The ceremonial closing with the attendant inspection ensures that Scouts return home in a neat and tidy manner, and in proper time without causing anxiety to their parents. It also provides opportunity for any ceremonies like Investiture or Badge Presentation.

The Programme of the Troop Meetings should be prepared by the Scout master with the help of the A.S.Ms. It is prepared in accordance with a general plan duly approved by the COH at the commencement of the Scout Year, and revised by it from time to time.

It is necessary that the Programme is drawn up by the Scouters only. It is not desirable that the Patrol Leader should be with them when the details are finalised. Only then will the programme come to them with the necessary amount of freshness. It is very important that the programme should appear quite fresh and exciting to all Scouts and the Patrol Leaders alike. If the Patrol Leaders are associated with the final drawing up of the programme, the activities envisaged may appear to them to be stale, which is not beneficial at all.

We might give here a few, concrete examples of General Games, Team Games, Relay Games, Partner Contests etc. and also some idea of Project Cards, subjects which A.S.M. may teach any yarns which the Scout master may give.

I. Examples of General Games:-

1. One Scout is blind folded. He is with a newspaper rolled up like a baton. He moves about in a given area by holding on to a rope tied from a tree branch and attack other Scouts holding similar ropes and running about within the same area. These others have to cry out some given chant to enable the blind-fold Scout to locate them. All the Scouts take-turns. ·
2. All the Scouts stand outside a circle within which certain articles are thrown about. One Scout occupies the centre of the circle and swings, in a low circle, a rope with a bean bag attached to it. The Scouts who are outside try to come in and want to run away with the articles inside the circle. If the rope touches any one he is out.
3. One Patrol is inside a big circle and the other Patrols stand just outside and aim a foot-ball at the Patrol inside. The Patrols inside dodges. Any Scout hit is out. The others continue till all of them are out.
4. One standing on the middle line of a small Field challenges the group standing on one end of it. They should all run to the opposite end past the Scout on the middle line. If they are touched by him, any one so touched should also join the Scout who challenges. Whosoever, is touched joins and

keeps the game going. The game concludes when all are caught.

5. Two boys lock their hands together, and form a cage. A third boy gets into the cage and when he does so he becomes a lion. The entire troop becomes lions and cages. The A.S.Ms. may join and complete the number. The Scout master cries out "Changes" and all the lions run out and try to find a new cage. Any lion unable to find a new cage loses a point. After sometimes new lions take the place of old lions, and after some more time remaining Scouts also become lions.
6. All of the Scouts except two stands and in the form of a solid square, at full arms length both ways. They link their arms together. When the leader or the S.M. says "Change" they would make a right turn and so every time keep moving round clock-wise.

One of the Scouts is the thief and another is the policeman. The police man tries to catch the thief. He should run down the street but not break through. The leader tries to help the thief by calling out "Change" at the critical moment and the thief escapes from the policeman.

II. Examples of Team Games :

- 1 Deck Tennis
- 2 Rounders
- 3 Wheel barrow ground ball
- 4 Bucket Cricket

1. **Deck Tennis:** This is played over a net 5 feet high by throwing roping from side to side one team each side of the net. Any player dropping the ring falls out. The team lasting longest wins. Thrower of a shot which falls outside marked base line also falls out.

2. **Rounders:** Two teams, one batting and the other fielding. Batters queue up a behind Home Base. Four other bases are arranged at corners of a Hexagon with sides up to 30 metre

according to space and numbers. Ball served must be aimed between knee and shoulder of batter. Three are allowed. Batter must run for any he hits. If he can run around all four bases without being hit he scores a Rounder. But if he is hit between bases he is out. He can be brought back any Rounder scored by his team. Only one batter can be at a base at one time. If any more but the one who last arrived are out. Ball is dead as soon as it is in bowlers hands, and no batter can then move from a base until next batter starts running from Home Base. A full catch puts all batter out. As rules vary they should agree before hand.

3. Wheel barrow Ground Ball: A football and stamps to make a goal are required. The teams in Pairs make wheel barrow form in the usual way for football and the game proceeds. Only the barrow man may hit the ball-with one of his hands and by passing etc. The teams attempt to score goals. The ball must be kept on the ground. This game should not be played too long. The wheel barrow and the barrow-man should be changed frequently.

4. Bucket Cricket: No. 1 of Batting Team takes its place on an upturned bucket in the centre of circle of 5 or 6 meters radius with a bat 40 cm long. The other team by throwing under arm from outside circle is to hit bucket with ball. Teams bat in turn. If batter hits ball it counts 2 runs. If ball is not hit but misses bucket it is one run. If ball hits bucket or is caught full pitch or batter falls off bucket he is out. The team with most runs wins.

III. Examples of Realy Races for Scout Tests :

1. Knots Relay Race: When No. 1 from each Patrol goes to the spot fixed he ties his rope to a staff with the *clove Hitch*; the next one goes up and makes a *Sheep Shank on the same rope*; the next one adds a *Sheet Bend to it with his own rope*; the next makes a *Fisherman's knot adding his own rope*; the next one a *Reef Knot* and the last one a *Bowline*. Times counts, and also correct tying it.

2. The same as above, only Scouts do it blind folded. In this case distance for moving to the spot should be much less, and

“sighted assistants” should help the blind folded Scouts to locate the ropes.

3. Compass Points Relay Race: Have eight sticks the size of an ordinary pencil and keep them at a given place. The Scouts should run up in their turns, pick up one stick, and proceed to the circle, and place the stick at the centre so that it points to a given direction named by the Leader of the game. The next Scout runs and repeats, placing the stick pointing in some other direction named and so on. Finally, the correctness of the direction is checked.

Instead of, the direction being called every time, the compass points intended may be written on bits of card and handed over to the Scouts in the order in which they should do the work.

IV. Petrol Contests:

(i) Troop is divided into 2 teams. Scouts stand back to back along the central line, and bending down they pass their hands between their own legs and catch hold of the other boys' hands. And then drag each other as in a tug of war. This game is called Chinese Tug. One Patrol may complete against another. Starting line and finishing line should be drawn.

(ii) The Scouts are in two teams, then stand facing each other. They bring their chests together right breast and hold their hands together each one pushes the other.

Project Cards:

These are addressed to the Patrol Leader who is asked to hand over to his second at the given time, and ask him to take charge of the Patrol. The Card contains instructions which the Second has to carry out.

Specimen Project Cards :

(1) To the P/L.....Patrol

Hand this over to your second, and ask him to take charge of the Patrol while you come back to the A.S.M. for instructions.

Patrol Project to be carried out by Second

Give First Aid to Scout who has broken his leg bone, and carry to the hospital 30 paces away on an improvised stretcher. The whole work to be completed in 15 minutes. Everyone of your Scouts should take part.

(2) To the PL.....Patrol (First Part as above.)

Patrol Project to be carried out by Second :

Prepare a rough sketch map of the camp to be completed within 15 minutes. Every one of your Scouts should take part in the Project.

(3) To the Patrol Leader.....Patrol

First Part as before.

Project to be carried out by Second :

Erect an improvised Patrol Bivouac Tent with the given materials. The Tent should be made ready in 15 minutes. Every Scouts should take Part.

(4) To the PL.....Patrol First Part as before.

Project to be carried out by Second :

Erect a Flag Staff of about 12 feet height, and unfurl it ceremonially. Every Scout should take part. The Project should be completed in 15 minutes.

PL's Instruction:

While the Projects are being worked out by the Second, the PL will be receiving instruction from the ASM or SM on something new. Such instruction could be one of the following :-

- (i) How to tie the Manharnes Knot, the Highway Man's Hitch and the Guy Line Hitch.
- (ii) How to make a Rope stretcher.
- (iii) How to roll logs by using the Parbuckle, and how to roll them by the Gun Tackle Method.
- (iv) How to walk correctly along a given compass bearing.
- (v) How to make a panoramic sketch.

Scout master's Yarn:

The Scout master should be able to give yarn or deal with a general Scout subject in a brief manner at every Troop Meeting. Scout master's yarns will aim at widening the general knowledge of the Scouts. while instruction given by him will as far as possible be on subjects not directly connected with the Badges tests.

S.M.s Yarns will be on general matters. Stories or incidents connected with or illustrating bravery, chivalry, or obedience, or life saving will come under this group. The yarn should be told to the whole troop. It should be thrilling, and it should hold out some high ideal to strive after. S.Ms. Instructions may deal with maps, their early history, and the way they are made use of now; or it may deal with some aspect of plant or animal life, such as the intelligence shown by plants in regard to dispersal of seeds, Migration of Birds or camouflage in Nature. These matters have a distant bearing on Scouting, and yet they are something of general interest which will be of use for Scouts.

Other Type of Troop Meetings:

So far, we have been dealing with the ordinary type of Troop Meetings. There are a few which can be described as Special Troop Meetings. These would include:

- (i) Nature Rambles or Wood craft Expedition:
- (ii) Obstacle Expeditions;
- (iii) Training and Testing Race or Tourist Trophy Race.

Woodcraft Trail Signs:

Scouts trail signs are made on the ground. Close to the right hand side of the road. They should never be made where they will damage or disfigure private property.

Road to be followed.



Letter hidden three paces from here in the direction of the arrows.

This path not to be followed.

"I have gone home.

(Signed) "Patrol Leader of the Ravens, Fifteen Gandhi Troop".



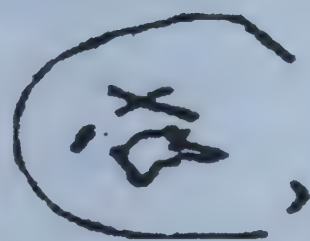
"This is the way".



"Turn to the right"

Turn on the ground for-----
head of the patrol animal.

Thus, if he want to show that a certain road should not be followed he draws a sign across it that means "Not to be followed", and adds the head of his Patrol animal to show which Patrol discovered that road was no good, and his own number shows which Scout discovered it, thus:



At night, sticks with a wisp of glass round them or of stones should be laid on the road in similar forms so that they can be felt with the hand.

Nature Rambles or Wood craft Expedition:

Once in a way Scouts should be taken out for Nature Study, when they should be encouraged to observe bird life and plant life and to appreciate what is beautiful or wonderful in nature. Birds should be observed at close quarters and their habits should be studied carefully. Scouts should learn all about the seasons of the year and what changes they bring with them, such- as plants and birds notice able in different seasons. Scouts should practice stalking and they have to get very near to the birds which they are observing.

Birds watching and bird observations are very interesting and Scouts should be encouraged to take real interest in them.

Observing birds, animals and plants, Scouts will not be slow to understand the wise provisions which nature has made for their life and growth. Nor will they fail to appreciate the divine wisdom underlying everything in nature. They will be able to appreciate what is truly wonderful and beautiful in nature.

Observations and study of the Stars is another aspect to Nature study in which Scouts should take interest. Scouts should be given necessary opportunity and training. The immensity of the Universe will cause a thrill and great wonder in the minds of our Scouts. Lessons about Stars should come little by little. The first step will go round it. And later on we should proceed to the study of the several constellations, and to the aspects of the study of the Heavens.

A study of Nature once begun properly, will develop into an absorbing quest and will keep one interested all through life.

If we place proper emphasis on Woodcraft Expedition and work them out in a practical manner, Scouts will gain valuable experience.

(ii) Obstacle Expedition :

The obstacles that we have in view are simple ones which admit of easy solution. What we have in mind is to provide a realistic test of the Scoutcraft skills to our Scouts. A variety of obstacles will make the Expedition interesting. And what we should aim at is to see for ourselves how far our Scouts are able to overcome the difficulties they are faced with.

The expedition should consist of obstacles equal in number to the number of Patrols in the Troop. It is good to work the expedition on a circular basis with each patrol starting at different point on the Course.

As far as possible we should make the course self-acting in the sense that full instructions are given in advance and there should be no need for some one explaining by word of mouth at

any stage. Instruction may be given by codes, may be in the form of concealed messages, or may be compass bearings or such other things. The Scouts taking part should realize the Scouters on this occasion are just umpires and are neither instructors nor helpers.

When we plan the obstacles, we should choose those which will need equal time for completion, and strict instruction should be given before hand to all the Patrols that they are not into an obstacle base till the previous patrol has moved away from there.

When judging it is necessary to keep the following considerations in view:-

(1) Has there been good evidence of leadership, or has leadership been absent?

(2) Has there been "followership"?

(3) Was there evidence of the Patrol understanding the job they had to tackle?

(4) Has the PL been clearly explaining to the Patrols the task they had in hand?

(5) Was there good delegation of the jobs amongst the Patrols, or did one or two only get on with the job without worrying about the rest?

(6) Did the Patrol exhibit proper kind of spirit, and did they work in quiet manner, with keenness and practical efficiency?

(7) Did the Patrol arrive and depart smartly?

The judges who are left to observe things at each obstacles base should keep the entire observation analytically and with due care.

On the conclusion of the expedition, the Scout master or whoever set the expedition should sum up and point out good points and defects noticed during the expedition Patrols which did best should be complimented.

One point for the Scout master to remember is that this is a realistic and adventurous way of testing. This effect of training on the boy.

It is important to make sure that the tasks set within the capacity of the boys for whom they are set. Older Scouts can be expected to reach a higher physical standard and higher mental standard in expeditions of this kind.

It will be a good thing if the scout master can invite Scouters from other troops to come and help as umpire. It is a fine opportunity to make use of the services of Commissioners. Parents, Group Committee Members and others.

Examples of Obstacles :

(1) Crossing chasm or a stream using what is known as grant stride :

(2) Crossing a river partly by raft and partly by rolling log;

(3) Crossing swamp on stilts;

(4) Rescuing from burning building;

(5) Tree top cooking;

(6) Blind fold trail;

(7) Pitching tent when poles and pegs have been forgotten;

(8) Distance judging, height estimation etc., integrated into the obstacle;

(9) Recovering dangerous radio active element before their container sinks into quick sands.

(10) Erecting a flag staff and hoisting the flag from outside a circle.

It is very important that there should be imaginative planning when the obstacles are decided upon.

Here are a few specimen projects or obstacles.

Project (a) *Flood* warning has just been received. This area is likely to be flooded to a depth of four feet within the next five minutes. Get your Patrol and your equipment well above the ground and

within a ten yard radius of this pot. When above ground light fire and prepare tea and toast for the rescue party that is expected.

Project (b) *You are prisoners in walled camp, and the only possible escape is over the wall in front of you. Unfortunately the wall is wire with high voltage cables and elaborate alarm system. All the materials at your disposal conduct electricity, so on no account must you touch the wall. Get your Patrol out before Roll call which will be in 20 minutes time.*

Project (c) Working throughtout; from outside the circle, erect the Flag staff in the exact centre and when the Flag staff is secured in position (and not earlier) break the flag at the head of the flag staff. It is important that both parts of the halyard should run along side the flag staff.

Project (d) You have all been over come by Sun Blindness. Blind fold your Patrol and report when ready. You will be placed upon a trail which you must follow wherever it leads you.

Project (e) A drum of uranium dropped from aeroplane has fallen into the quick sands and already the ground and trees, with the fence, are all radio active The drum must be recovered before its kind into the end which will be lifted clear of thc ground and kept in a vertical position throughout.

Project (f) I Here is a stream you must cross using the erection you will find on the rear bank. Jolly hard luck that your cook has gone blind and that your PL is stone deaf.

Project (g) You have to cross this stream without getting into the water, for the stream is infested with crocodiles. Use the rope you will find on the bank cross over, recover the rope and hand it over the Umpire.

Instructions to P.Ls :

It will be necessary to give full and complete instructions to the PL. Instructions may be given in this form.

Obstacle Base	Venue	Umpire
1. Flood

2. Prison Camp
3. Flag Staff

The obstacles, the venues and the Umpires should be specified.

The time at which the Patrols should tackle the different bases should also be specified.

Time	Base 1	Base 2	Base 3
3:00 P.M.	Lions	Tigers	Doves
3:25 P.M.	Tigers	Doves	Lions
3:50 P.M.	Doves	Lions	Tigers

Special Note :

(1) The times given are starting times. Patrols must get away from their immediate objective in time to arrive at the next obstacles at the time stated.

(2) Each obstacles will be demolished by the last Patrol at tempting it, and the gear should be returned by them to the quarter master.

(3) The Whole Troop to complete the Expedition by 4:15 P.M. and to report at the Club Room by 5:00 P.M.

Proper methods of clearing the Obstacles (a) to (g) are given below:-

(a) Flood Warning: Adopt tree top cookery making use of old corrugated iron sheet as platform for fire making.

(b) Walled Prison Camp: Employ a tall boom and transpot Scouts to the other side one by one. The last Scouts, should swing the boom to the other side and lower it carefully so that the Scouts who are there can take hold of it. He should then climb the post and crawl over the boom and land himself.

(c) Flag Staff Erection: Lash a key ring on to flag staff about a metre from the bottom, and pass both the parts or the halyard through it.

(d) Sun Blindness: The Scouts should link themselves together in some definite order. The Patrol Leader should first explore the obstacles stage by stage and then help his Scouts one by one both physically and advice.

(e) Drum Uranium: To an overhead branch attach two double sheave pulleys, one directly over the drum and an other well outside the affected area. Reeve a stout rope and a cord through both. Tie the Stout rope to a 60 cm. (2ft.) 5"-hook, tie the cord to the bottom portion of it but clear of the hook. Manipulate the hook standing outside the affected are and engage the lid handle. Then lift* the drum carefully. If the lid has two handles, it will be necessary to have two separate arrangements one for each handle.

(f) Crossing the Stream: Scout transporter has to be employed. The blind man has to be guided by words. The deaf man has to be guided by physical signs.

(g) Crossings tream without getting into water: Use giant stride and land yourself one by one on the opposite side. The rope should be tied to an over hanging branch with a Highwayman's Hitch.

(h) Patrol Meetings and Patrol Competitions: For Patrol Meetings, Patrol are provided with "Patrol Project" Cards or other written instructions. These projects or instructions will be different Patrols. Now, the Patrols are left to collect or improve the gear needed by them. Essentials however should be provided. With gear thus got together Patrols should carry out the given Project and bring what they have produced to the agreed spot at the agreed time.

Patrol Meetings should not to be competitive. No attempt should be made to allot marks or to compare the work of one Patrol with another.

Patrol Meetings are to be regarded as Exercise in Scout craft, and should include activities of a practical nature in which technical training is put into actual use in an interesting, amusing, or adventurous way. The following will serve as examples:-

- (1) Improvising latrine screen from material provided.
- (2) Testing burning properties of wood.
- (3) Making Sundial, Camp loom, Camp incinerator.
- (4) Constructing unusual gadgets.
- (5) Preparing apparatus to illustrate principle of contour lines.
- (6) Surveying pond including contour lines for depth.
- (7) Preparing apparatus to determine position of the north by the sun.
- (8) Simple projects involving Scout staves as for making Flag staff.
- (9) Constructing bird baths.
- (10) Setting up weather station.
- (11) Short hike including report.

Patrol competitions are intended to find out relative abilities of the different Patrols. Competitions are useful upto a point, but when over-done will develop bad spirit.

The Competitive element is prominent in competition. Points have to be awarded. The Scouter judges taking part should be available throughout the competition so that they see all things from the beginning through all the stages and can award points taking very thing into considerations.

The following items are suitable for competitions between Patrols :

- (1) Using natural pigments such as juice of leaves, grass, berries, pollens etc., drawn a recognizable picture of something.
- (2) Light a candle, and erect it at least 10 feet above ground level while it continues to burn.
- (3) Demonstrate the principle of the giant stride, by Scout Transporter, the Feline Flat crawl, the Spanish windlass and Artificial Respiration.

These are only a few examples. But nearly every scout craft subject can be the basis of competition.

Patrol Meetings and Patrol Competitions are separate types of Troop Meetings, one different in quality from other and in the spirit. In which they are carried out. One has the competitive element as its objective, the other is quite independent to fit; but both are built round Scout craft. Both the types are useful, effective, only if competitions be carried out in proper spirit.

(4) Training and Testing-Tourist Trophy Race: This is another kind of Troop Meeting. It can be used both for Training and Testing. And it can be run as an interesting race.

A definite number of base are decided upon, and in each of them a Scouter is put in charge. If Scouters are not available Rovers can be made use of.

Scouters are divided into as many groups as there are bases and are deputed to go and learn whatever is taught in the respective bases, in a definite order. In the beginning, there is a group in each of the bases and when they have learnt whatever is taught there, they move on to the next base in cyclic order and learn whatever is taught in that base, and move on to the next base and so on.

If there are six bases and the Scouts move off every 10 minutes, in the course of an hour all of them will have learnt all the six different things that were taught in all the bases.

If the aim is testing, we adopt a slightly different technique. The subjects to be tested and the number of bases where the testing is done are entered in the card and three separated columns enable the candidate to make three attempts at each base.

As in the previous case Scouts are divided into small groups and assigned to the bases in the beginning. We should have all the bases engaged in testing the group that has gone to them. And as each Scout Completes his test he moves on to the next base in the order given.

If the candidate passes in the First Attempt the is awarded 5 marks in the first column, the remaining two columns are marked with a dash, and the Scouter affixes his initials and gives the card to him and asks him to move on to the next base. If, however, he fails, in the Repair shop (Workshop) and learn. So the Scouts, reports to the person incharge there and learn from hint, When he feels he has learnt it, he goes back to the testing base again and marks his second attempt. If he succeeds now he gets 1 marks in the second column, and moves on to the next base. If he unfortunately fails now, he is asked to go to the Repair shop once again after giving a cross in the second column. He learns and comes again for the test. If he succeeds, he is given 2 marks in the third column and asked to move to the next base. If he fails this time also, he is not troubled any more about the particular matter in regard to which he has failed, but is given I mark and it is allowed to move on to he next base. If he fails this time also, he is not troubled any more about the particular matter in regard to which he has failed but is given 1 mark and is allowed to move on to the next base He is given 1 mark out of consideration for his effort.

TEST CARD

Name of the Scout.....Patrol.....Date.....

Base No.	Subject	(Attempts) No. of Chances	Initials of the Examiner
	1	2	3
1			
2			
3			
4			
5			
6			

Summing up: The 75 minutes we devote to Troop Meeting twice every week are really spent very usefully.

We should treat Troop Meetings as vital to the success of the Troop. They are stimulate progress, build up efficiency and develop spirit de corps.

We have found that Troop Meetings could be varied in kind that some of them could be of the simple type, that some could concertrate on Nature observation and that some could with Scout craft and training in Scout skills. And under this head we found that Patrols could just work on Scout skills without any idea of competing with each other that we could also exploit the competitive element once in a way very much to the advantages of the Troop. We have also dealt with the technique or programme building and seen how work and play should alternate, and how the basic principles and methods of patrol system are to be put into use.

CHAPTER XV

TROOP RECORDS

A Scout Troop should adopt proper business meeting from its very inception, and should start keeping a specific Registers as a minimum.

1. Admission Register: This is a register giving complete information about the boy who seek admission into the Troop. The register should give all information about the home of the boy and about his school.

The Register should be of the size of the usual foolscap paper. A Ruled book will be found very useful. Vertical columns will furnish the information about the boy. The particulars will be :

- (1) Date of admission;
- (2) Name of the Boy;
- (3) His age and Date of Birth;
- (4) His father's name and occupation;
- (5) Home address;
- (6) School & Class in which he is studying ;
- (7) Remarks.

The Remarks column will state whether the boy is new to scouting or coming by transfer from some other Group and if he is coming by transfer certificate has been produced.

In view of the fact that several columns are required in the Register, it will be found necessary to write each detail in several lines one below each other.

Troop Scouter hand book page no.

PRAVESH

1. (i) Origin of Scouting
(ii) Holistic knowledge of the Movement.
2. (i) Promise
(ii) Law
3. (i) Motto
(ii) Sign
(iii) Salute
(iv) Left Hand Shake
4. Daily good turn
5. Uniform
6. Flags:
(i) National Flag,
(ii) BSG Flag,
(iii) World Scout Flag
(iv) Flag Etiquettes
7. (i) National Anthem
(ii) Prayer
(iii) Flag Song.
8. Attend four Troop Meeting
9. Completion of outing with his Patrol

PRATHAM SOPAN

1. **Looking after yourself**
 - a) Duties at Home
 - b) Make your Bed
 - c) Personal Cleanliness
 - d) B.P. Six & Yoga/ Asana/Surya Namaskar
 - e) Stitch a button
 - f) Clean/Polish Shoes.
 - g) Make a personal First-Aid Kit.

2. Discipline

- a) Learn about your Patrol
- b) Hand Signal
- c) Whistle Signal
- d) Drill
- e) Participate in Patrol game
- f) Participate in Troop Game

3. Rope Work

- a) Whip the End of a rope:
- b) Tie & demonstrate the used of knots:
 - (i) Reef Knot
 - (ii) Sheet Bend
 - (iii) Clove Hitch
 - (iv) Bowline
 - (v) Sheep Shank
 - (vi) Fisherman's Knot
 - (vii) Round Turn & Two Half Hitches
- c) Lashing:
 - (i) Sheer Lashing Mark I
 - (ii) Sheer Lashing Mark II
- d) Make a Gadget/Handicraft

4. Service

- a) Troop Service Project
- b) Definition & Golden rules of First Aid.
- c). Deal With:
 - (i) Simple Cut,
 - (ii) Burns
 - (iii) Bleeding from the Nose.
- d) Undertake house hold responsibilities :
 - (i) Cooking
 - (ii) Water storage
 - (iii) Hospitality
 - (iv) Cleanliness

e) Participate in the Activities :

- (i) Report of Service involving any one of the points of Scout Law
- (ii) Report of Nature Study Project/Visit report Village Panchayat etc.

5. Communication

6. Out of Doors

- a) Wood crafts signs
- b) Road safety rules
- c) Natural study trail.

DWITIYA SOPAN

1. A. Pioneering :

- (i) Timber Hitch
- (ii) Rolling Hitch
- (iii) Marline Spike/Liver Hitch
- (iv) Figure of Eight Knot

B. Lashings:

- (i) Square Lashing
- (ii) Figure of Eight

C. Use of Hand Axe or Chopper

D. Use and safety of Sharpening dagger/ pen knife

2. Fire:

- (i) Types of Fire
- (ii) Lay and Light a wood fire

3. Cooking

4. A). Compass :

- (i) 16 Points
- (ii) Find North
- (iii) Bearings
- (iv) Follow a trail

B). (i) Map Reading- (Scale, Direction, Conventional Sign etc.)

- (ii) Use a Tourist Map.

5. First-Aid :

- (i) Deal with Bleeding, Burns and Scalds etc.
- (ii) Use of Roller Bandage.
- (iii) Use of Triangular Bandage.
- (iv) Improvise a stretcher.

6. Estimation :

- (i) Estimate two distance/widths.
- (ii) Length of stride/Pace.
- (iii) Use of Triangular Bandage.
- (iv) Improvise a stretcher.

7. Out of Doors :

- a. Troop wide Game
- b. Troop Camp Fire
- c. Road Safety Rule
- d. Ride a Cycle
- e. Visit a Factory

8. Service

9. Sense Training

10. Discipline

11. Communication

- (i) Computer, Phone and Internet Knowledge.
- (ii) Use of Internet etc.

12. Patriotism

TRITIYA SOPAN

1. Pioneering

- i) Fireman's chair knot
- ii) Man harness knot
- iii) Bowline on a bight
- iv) Draw Hitch
- v) Diagonal Lashing
- vi) Whipping other than use in Pratham Sopan
- vii) Flag Mast
- viii) Shelter making
- ix) Splicing

2. Swimming
Or
One Proficiency Badge-
3. Estimation
 - i) Height
 - ii) Depth
 - iii) Widths
 - iv) Numbers &Weights
4. First-Aid
 - i) Deal with emergency situations such as drowning etc.
 - ii) Treat for choking
 - iii) With Fracture
 - iv) Stroke
 - v) CPR
 - vi) Treatment on Unconscious persons
 - vii) Transportation
5. Map Making (Anyone)
6. Talk (Anyone)
7. Out of doors
 - i) Over Night Patrol Camp
 - ii) Hike
 - iii) Night Game
8. Cooking
9. Signalling
10. Qualify any Two Proficiency Badges
Group-A _____
Group-B _____
11. Knowledge
 - i) Scouting / Guiding in India, WOSM/WAGGGS
 - ii) Safety Measures using ATM, Mobile Phone etc.
12. Fire (Any Three)
13. Service

RAJYA PURASHKAR

1. Earn Ambulance Men/ Ambulance Badge
2. Overnight Hike or Cycle Hike
3. Submit a Report of the Work under taken for six months (any one)
4. Map Making (any one not done earlier)
5. Camp craft:
 - A. Pitch, Strike, and Pack a Tent
 - B. Splicing (any one not done earlier)
 - C. Pioneering Project
6. Qualify Proficiency Badges (any three not done earlier).
7. Qualify Proficiency Badges (any two not done earlier).
8. Knowledge of BSG website & RHQ

RASHTRAPATI AWARD

1. Camping:
 - (i) Three Nights Camp
 - (ii) Improvised Shelter
2. Disaster Management Badge
3. Re-Pass Ambulance Man/ Ambulance Badge.
4. Qualify proficiency Badges (any two not earned earlier)
5. C D Project (Any two)
6. Badge Instructor/Teaching games
7. Submit Log Book about Kanderstag Adventure Centre of WOSM
8. Knowledge about WOSM Website and Asia Pacific Region

Other than this, your Scouts can also earn Efficiency Cords as per details here under :

I. Efficiency Cords :

1. Scout Efficiency Cords are made of chiffon Threads specially designed, supplied by N.H.Q. It shall be worn under the right shoulder strap extending the cord to the top of right pocket stitched horizontally just above the BSG Stripe.
2. After Diwitya Sopan Badge, a Scout may earn more proficiency badges.
3. If a Diwitya Sopan Scout earns six proficiency badges in all shall be awarded Blue Cord by the Assistant Dist. Commissioner.
4. If a Tritiya Sopan Scout earns twelve proficiency badges in all shall be awarded Green Cord by the Dist. Commissioner.
5. If a Rajya Puraskar Scout earns eighteen proficiency badges in all shall be awarded Golden Cord by the District Chief Commissioner.

SUBJECT		Date	Signature of SM/GC
<u>PRAVESH</u>			
1.	(i) Origin of Scouting / Guiding (ii) Holistic knowledge of the Movement.		
2.	(i) Promise (ii) Law.		
3.	(i) Motto (ii) Sign (iii) Salute (iv) Left Hand Shake.		
4.	Daily good turn.		
5.	Uniform		
6.	(i) National Flag, (ii) BSG Flag, (iii) World Scout Flag/World Guide Flag. (iv) Flag Etiquettes		
7.	(i) National Anthem (ii) Prayer (iii) Flag Song.		
8.	Attend four Troop / Company meeting Troop/Company meeting-I Troop /Company meeting-II Troop/Company meeting-III Troop /Company meeting-IV		
9.	Completion of outing with his /her Patrol Date of Completion of Pravesh Test Date of Investiture		
<u>PRATHAM SOPAN</u>			
1.	Looking after yourself a) Duties at Home b) Make your Bed c) Personal Cleanliness d) B.P. Six & Yoga/Asana/Surya Namaskar		

	e) Stitch a button f) Clean /Polish Shoes. g) Make a personal First-Aid Kit.		
2.	Discipline a) Learn about your Patrol b) Hand Signal c) Whistle Signal d) Drill e) Participate in Patrol game f) Participate in Troop/Company Game		
3.	Rope Work a) Whip the End of a rope. b) Tie & demonstrate the used of knots: (i) Reef Knot (ii) Sheet Bend (iii) Clove Hitch (iv) Bowline (v) Sheep Shank (vi) Fisher man's Knot c) Lashing: (i) Sheer Lashing Mark I (ii) Sheer Lashing Mark II d) Make a Gadget/Handicraft		
4.	Service a) Troop /Company Service Project b) Definition & Golden rules of First Aid. c) Deal With : (i) Simple Cut, (ii) Burns (iii) Bleeding from the Nose		
d)	Undertake house hold responsibilities: (i) Cooking (ii) Water storage (iii) Hospitality (iv) Cleanliness		
e)	For Guides only-Report of Daily Good Turn		

f)	Participate in the Activities: (i) Report of Service involving anyone of the points of Scout / Guide Law (ii) Report of Nature Study Project/Visit report Village Panchayat etc.		
5.	Communication		
6.	Out of Doors a) Wood crafts signs b) Road safety rules c) Natural study trail.		

Date of Completion of Pratham Sopan

Badge Awarded on _____

DWITIYA SOPAN

1.	Pioneering:		Signature of Independent Examiner
A.			
	(i) Timber Hitch (ii) Rolling Hitch (iii) Marline Spike/Liver Hitch (iv) Figure of Eight Knot		
B.	Lashings: (i) Square Lashing (ii) Figure of Eight		
C.	Use of Hand Axe or Chopper		
D.	Use and safety of Sharpening dagger/pen knife		
2.	Fire: (i) Types of Fire (ii) Lay and Light a wood fire		
3.	Cooking		
4.	A). Compass: (i) 16 Points (ii) Find North (iii) Bearings (iv) Follow a trail B). (i) Map Reading-(Scale, Direction, Conventional Sign etc.) (ii) Use a Tourist Map.		

5.	First-Aid: (i) Deal with Bleeding, Burns and Scalds etc. (ii) Use of Roller Bandage. (iii) Use of Triangular Bandage. (iv) Improvise a stretcher		
6.	Estimation: (i) Estimate two distances / widths. (ii) Length of Stride/Pace.		
7.	Out of Doors a) Troop / Company Wide Game b) Troop/ Company Camp Fire c) Road Safety Rule d) Ride a Bicycle e) Visit a factory		
8.	Service (any one)		
9.	Sense Training		
10.	Proficiency Badge I) II).		
11.	Discipline		
12.	Communication (i) Computer, Phone and Internet Knowledge (ii) Use of Internet etc.		
13.	Patriotism		
Date of completion of Dwitiya Sopan _____.			
Badge Awarded on _____.			
<u>TRITIYA SOPAN</u>			
1.	Pioneering (i) Fireman's chair knot (ii) Man harness knot iii) Bowline on a bight iv) Draw Hitch v) Diagonal Lashing vi) Whipping other than use in Pratham Sopan vii) Flag Mast viii) Shelter making ix) Splicing		

2.	Swimming Or Proficiency Badge - i) _____		
3.	Estimation i) Height ii) Depth iii) Widths iv) Numbers & Weights		
4.	First-Aid i) Deal with emergency situations such as drowning etc. ii) Treat for choking iii) Deal with Fracture iv) Stroke v) CPR vi) Treatment of Unconscious persons vii) Transportation		
5.	Map Making (Any one)		
6.	Talk (Any one)		
7.	Out of doors i) Over Night Patrol Camp ii) Hike iii) Night Game		
8.	Cooking		
9.	Signalling		
10.	Qualify any Two Proficiency Badges Group-A _____ Group-B _____		
11.	Knowledge i) Scouting / Guiding in India, WOSM / WAGGGS ii) Safety Measures using ATM, Mobile Phone etc.		
12.	Fire (Any Three) i) ii) iii)		

13.	Service District Level Testing held at _____ from _____ to _____ Date of Completion of Tritiya Sopan ____ _____ Badge Awarded on _____ Certificate No. _____ Date _____		
<u>RAJYA PURASHKAR</u>			
1.	Earn Ambulance Man/ Ambulance Badge		
2.	Overnight Hike or Cycle Hike		
3.	Submit a Report of the Work undertaken for six months (any one) _____ _____		
4.	Map Making (any one not done earlier)		
5.	Camp craft : A. Pitch, Strike and Pack a Tent. B. Splicing (any one not done earlier) C. Pioneering Project		
6.	Qualify Proficiency Badges (any three not done earlier) - A) B) C)		
7.	Qualify Proficiency Badges (any two not done earlier) - A) B)		
8.	Knowledge of BSG Website & RHQ State Level Testing held at _____ from _____ to _____ Date of Completion of Rajya Puraskar ____ _____ Badge Awarded on _____ Certificate No. _____ Date _____		

<u>RASHTRAPATI AWARD</u>			
1.	Camping : (i) Three Nights Camp (ii) Improvised Shelter		
2.	Disaster Management Badge		
3.	Re-Pass Ambulance Man / Ambulance Badge		
4.	Qualify Proficiency Bages (any two not earned earlier)		
5.	CD Project (Any two) i) ii)		
6.	Bage Instrutor / Teaching games Or Interior Decoration & Fancy Cooking for Guides only		
7.	Submit Log Book about Kanderstag Adventure Centre of WOSM (for Scouts)		
8.	Knowledge about WOSM Website and Asia Pacific Region (for Scouts) Or Submit Log Book about World Centres of WAGGGS (for Guides) Rashtrapati Award Testing Camp held at		
	_____ from _____ to Date of Completion of Rashtrapati Award _____ Badge Awarded on _____ Certificate No. _____ Date _____		
Note : 1. Other Proficiency Badges earned I. II. III. IV. V. 2. Efficiency Cords earned I. II. III. 3. Jungle Goph earned (for Scouts) _____			

<p>Note :</p> <p>I. Refer APRO Part II / III for details syllabus to complete the advancement Badge Test.</p> <p>II. This Card is to produced during all the advancement Badge Test.</p>		
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Card No.....

THE BHARAT SCOUTS & GUIDES NATIONAL HEADQUARTERS



SCOUT-GUIDE TEST CARD

At (Place)

Name:-_____

Address:-_____

Date of Birth :- _____

Date of Joining :- _____

Investiture :- _____

Name of the Troop / Company :- _____

Name of SM / GC :- _____

Signature of Scout / Guide :- _____

Signature of SM / GC :- _____

1. Attendance Register : Patrol Leaders are expected to maintain Attendance Register for their own Patrols and record attendance at Troop Meetings and at other Scout gatherings for which attendance has to be recorded. This attendance register is for the whole troop entered patrol wise.

The following columns will be needed :-

(1) Name of Patrol;

(2) Name of the Scout;

(3) Dates (it will be good if at least 10 columns are provided). A thick line should be drawn across the Registers with separate entries relating to one Patrol from those relating to the next.

2. Progress Record : This Register will enable the Scouters to find out at a glance how far up the Ladder of Efficiency a particular Scout is.

Note: More than one page will be needed for each badges like the Pravesh, Pratham Sopan, Dwitiya Sopan, Tritiya Sopan Rajya Puraskar and Rashtrapati Award.

A. Additional Proficiency Badges earned :-

Badges	Dates
(1)	
(2)	
(3)	
(4)	

B. Date of leaving the Troop :-

Next, a set of 4 or 5 pages to be reserved for registering names of Rashtrapati Scouts according to the date of award.

With these the Register known as "Progress Record" will form a complete Record of the progress of individual scouts.

A new volume will be needed. Every few Volumes can be numbered serially and carefully preserved. They will constitute a very valuable Record or Troop work.

Each State Association has evolved Register etc. for maintaining Troop Records. These are explained when Scouters attend Training Courses. Scouters should obtain these Register from the S.H.Q. so as to maintain uniformity.

3. Accounts Book : The First Part of the Accounts Book may be set apart for entering "Receipts" and "Expenditure" of general nature, and the remaining pages set apart for entries relating to Boys' subscriptions if any.

The following columns will be needed in each case:

- (1) Date
- (2) Particulars
- (3) Receipts
- (4) Payments
- (5) Voucher No.

It is to be noted that Boys' subscriptions should not be merged with the general funds. They are made use of for purpose as decided by the COH.

Two Separate Receipt Books will be required, one for the general funds and another for boy's subscriptions. Voucher for payment made should also be kept in separate files.

4. Badges Register : The Register will show the kind of Badges received from the D.A. or L.A. and the number received, and will account for their issue, mentioning the names of the Scouts to whom they were issued and the date of such issue.

The first part of the book may be set apart for making entries chronologically, with the columns drawn up as below :-

- (1) Date
- (2) Name of Badge
- (3) Received or issued
- (4) From where received or issued
- (5) To whom issued.

The Second part of the books will be ruled as a Leader with a page reserved for each category. Rank Badge will be entered first and Proficiency Badges will come later.

The columns will be as follows :-

- (1) Date
- (2) Number received
- (3) Number issued
- (4) Particulars
- (5) Balance in hand

The entry as to the kind will be made on the top of the page and the other columns will come below it.

5. Record of Troop Activities : This is a Note Book in which Troop Meetings and all other important activities of the Troop such as Rambles, Expedition etc., are recorded in choronologically order.

Entries should be made on the same day .In the case of Troop Meetings the programmes should be set forth in full with their items in the proper order.

6. Troop Log : This is a very important Register and it should be maintained with great care. All big events connected with the Troop should be recorded here, and also visits by important persons including the District Chief Commissioner, District Commissioner and Scouts Officials from the State Headquarters.

The entries should be tastefully illustrated with photograph or drawings. Entries should be made in chronological order.

The Troop Log may be used as a visitor's Book also.

7. Stock Register :

This Register should give a complete list of all articles belonging to the Troop as the case may be. Entries may be according to categories i.e. Camping Equipment, and other categories.

The columns needed will be :

- (1) Serial Number

(2) Date when accepted

(3) Name of article

(4) How acquired

(5) Price

In the case of articles which have been purchased, the cash bill should be preserved for future reference.

Articles which become old and unserviceable may be written off with the express approval of the Group of Committee.

8. Scout master's Confidential Note Book : An alternative title for this will be "Scout master's Impressions". Periodically he observes his Scouts at work or play or when they are on their own, and note down whatever good traits or whatever defects he notices at the time. He refers to his notes from time to time and does what he can to rectify defects in their character.

The notes book is a confidential one and is for the personal use of the Scout master. He may, if he likes, show it to his A.S.Ms. when necessary.

In addition to the several Registers described above, it will necessary for the Scout master to keep a few files like the following :-

(1) *Applications File* which contain all Applications for admissions, and letters in which the Parent has given his consent.

(2) *Accounts File* which will contain vouchers and correspondence relating to them.

(3) *Annual Census File* in which are filed office copies of census returns sent by the Troop.

(4) *Annual Camps File* in which are filed all notices etc., issued by the Troop.

(5) *General File* which will contain papers not included in the above.

There is no advantage if the Scout master makes a good beginning with these Registers, and works on them for some time and then gradually slacks off. This is what is happening in the case of most Troops. Regularity in making

the necessary entries and making them at the time they are to be made of real importance.

Scout masters should share this work with their A.S.Ms. The keeping of accounts and the maintaining of the progress record, the Attendance Register and the Stock Register may be trusted to one A.S.M. and the maintaining of the Troop Log and Badge Register to another A.S.M. But the difficulty is that most Troops get on without any A.S.Ms. In this case the SM should try and secure other voluntary help of a dependable kind.

The Admission Register and the Confidential Note Book should in any case be his personal concern.

CHAPTER XVI

ORGANISATIONS

Scouting and Guiding are two great world movements, one working for the advancement and well being of boys, and the other working for the advancement and well-being of girls. Both were founded by; Lord Baden-Powell. Both are Equally popular, and have spread equally rapidly through out the world. Scouting came first and Guiding came a few years later. They are seprate organisation but with identical aims.

In most countries Scouting and Guiding function as distinctly separate organization. Scouting run by men, and Guiding is run entirely by women. In Indian Scouting and Guiding come under one organisation called The Bharat Scouts and Guides.

World Set Up : On world level Scouting and Guiding are looked after by two separate World Organisation, World Organisation of the Scout Movement and World Association of Girl Guides and Girl Scouts. The World Scout Bureau looks after Scouting. It functions along with the World Scout Conference and the World Scout Committee. Its International office is situated at Kulalam pur, Malaysia. Every country which has adopted Scooting has its National Scout Association registered with it. There are about 170 countries which are so affiliated to it at present. The chief executive is known as Secretary-General. The Secretary General at Present is Mr. Ahmad Alhendawi.

The World Scout Bureau functions through its Regional Officer situated in Manila at the Philippines, other Regional officers are situated in Nigeria (for the African Region). Egypt (for the Arab Region) Switzerland (for the European Region) and Costa Rica (for the Inter American Region).

The World Association of Girl Guides and Girl Scouts looks after Guiding. 140 countries have their National Guide Association registered with it. The International Headquarters, World Bureau is in London.

National Set-Up :Scouting and Guiding in India come under one organization. This is known as The Bharat Scouts and Guides. The Boy Scouts Association in Indian and the Hindustan Scout Association amalgamated and became a single Scout Association on 7th November 1950, and the Girl Guide Association in India also joined on 15th August 1951.

The Bharat Scouts and Guides is governed by a National Council, which functions through a National Executive Committee, and Chief National Commissioner. The National Headquarters is at Lakshmi Mazumdar Bhawan, 16, Mahatma Gandhi Marg, Indraprastha Estate, New Delhi-110002.

Branches of the Bharat Scouts and Guides exist in all the political states and Union Territories of the Indian Union. The Indian Railways are regarded as separate States. The Kendriya Vidyalaya Sangathan and Navodaya Vidyalaya Samiti are also registered with BS & G.

Accordingly, we have the following 53 State Associations.

Andaman Nicobar Islands, Andhra Pradesh, Arunachal Pradesh, Assam, Bihar, Central Rly., Chandigarh, U.T., Dadra Nagar Haveli. Daman-Diu, Delhi, Eastern Rly., Goa, Gujarat, Haryana, Himachal Pradesh, Jammu & Kashmir, Jharkhand, Karnataka, Kendriya Vidyalaya Sangathan, Kerala, Lakshdeep, Madhya Pradesh, Maharashtra, Manipur, Meghalaya, Mizoram, Nagaland, Navodaya Vidyalaya Samiti, Northern Eastern Rly., North Frontier Railway, Northern Rly, North Central Railway, North Western Railway, S.E.C. Rly. Orissa, Puduchery, Punjab, Rajasthan, Sikkim, Southern Rly., South Central Rly., South Eastern Rly., South Western Tamilnadu, Tripura, Uttar Pradesh, West Bengal, Western Rly., Northern Central Rly., North Western Rly., South Western Rly.

The Chief National Commissioner who is the chief executive Head for the whole country is elected once in five years. Dr. K.K. Khandelwal, I.A.S. (Retd.) is the Chief National Commissioner at present. He is head of both the Scout Wing and the Guide Wing.

There are a few other Commissioner also at the National Headquarters. There is the Chief Commissioner of Scouts who looks after the Scout wing, and the Chief Commissioner of Guides who looks after the Guide wing. They are assisted by the National Commissioner and Deputy National Commissioner of Scouts and Guides. Then there are two International Commissioners one for Scouts and another for Guides. They are assisted by Dy. International Commissioner of Scouts and Guides respectively. All of them are appointed by the Chief National Commissioner.

The National Headquater is the Secretariat of the National Association. The Director who is a professional is the chief Executive Head of the Secretariat and is responsible to the Chief National Commisioner for Scouting and Guiding in the country. He is assisted by Joint Directors who are in turn assisted by Deputy Directors and the other officers in the fields of Operation, Training and Administration. The NHQ functions from New Delhi with its six regional Headquarters situated at New Delhi, Bangaluru, Guwahati, Kolkata, and Gadpuri, Haryana respectively.

The organisation in the states is entrusted to the State Council of the State, and its Executive Committee. The State Chief Commissioner is the executive head and is assisted by a State Commissioner of Scouts and a State Commissioner of Guides. They are responsible respectively for the Scout Wing and the Guide Wing in the State.

District Chief Commissioner is the executive head of the District. District Commissioner (Scouts) and District Commissioner (Guides) are the heads of the respective wing. They administers Scouting or Guiding in the District with the help of the District and Local Association.

Scouting is boy concerned. The aim of all this elaborates scheme is to benefit the boy. He is the beneficiary for whose

development and well being of the entire Movement is at work.

Boys join voluntarily. There is no compulsion of any kind brought to bear on them. If they like the way a Troop is run they will join, and on joining they will stick on. They like adventure and fun; they like good companionship, they like to live clean lives; they like to follow noble ideals. If the Troop they join satisfies them in the respect they are happy and stay on.

All the organization that there is now has only one single aim, and that is to ensure that every Troop is organised and run in such a way that the Boy is attracted to Scouting and is benefitted by it.

Hundred of thousands of boys are in the Movement today. They are more than 54 millions of them in the world. The United States of America has the largest number.

The Movement depends very largely on the active voluntary work of adult leaders. They are to be counted by hundreds of thousands. They give freely their time, energy and also money. All honour to them.

CHAPTER XVII

RALLIES AND JAMBOREES

The Third points of scouts Law scouts emphasises the spirit of brotherhood. Scouts should come together often and cultivate this feeling of brotherhood. And to enable this being done the scouts. Association arranges for Rallies and jamborees at frequent intervals.

National gatherings and International gatherings of Scouts are described as Jamborees. B.P. coined this word when the first gathering was held.

The First International Jamborees was held in England in Olympia in 1920 and since then there have been several such Jamborees. But the most important of them all was the coming of age Jamboree held in Arrowe Park, near Birmingham in England.

Since the formation of The Bharat Scouts & Guides Association in India which took Place in 1950 there have been several. All India Jamborees in our country. This first of these was held in Hyderabad in 1953, the second one in Jaipur in 1956, the third in Bangalore in 1960, the fourth in Allahabad in 1964, the fifth in Kalyani in W. Bengal in 1967, the sixth was held in 1970 in Maharashtra State, in the Aarey Milk Colony (near Bombay), the seventh at Faridabad in Haryana State in 1974, the eighth at Maraimalainagar Tamilnadu 1979, the ninth at Bodh Gaya in Bihar, 1982 the at Bangalore, in Karnataka in 1986. the eleventh at Bohpal, Madhya Pradesh in 1990, the twelfth at Palakkad in Kerala in 1994, the thirteen that Khurda, Orissa in 1998, the fourteenth at Raipur Chhatisgarh in 2002, the fifteenth at Haridwar, Uttraakhad in 2005, and the sixteenth at Sankapalli Hyderabad A.P. in 2011, the seventeenth at Mysore, Karnataka in 2017.

State Associations hold Stare Rallies, Camporees, in District Associations hold District Rallies.

One Special feature of all the gatherings is that contingents look after themselves, when possible they bring their own tents, arrange their own cooking, have their own programmes of sight seeing and so forth, but follow the general routine prescribed by the Jamboree or Rally authorities, Participate in all activities, attend all functions and gatherings, camp-fire and so forth and also find time to fraternise among themselves, and build up a spirit of brotherhood. Self-reliance is the keynote, and cultivation of the 3rd point of Scout Law is the special objective.

The several International Jamborees that have so far been held in the World have brought Scouts of the World into close contact. This is a means of building good understanding between nations, and a means of building up world friendship. Scouts are attempting through these Jamborees to understand the meaning of the Fatherhood of God and the Brotherhood of Man.

District and State Rallies have a similar aim, but their workings restricted to a smaller sphere or area. All the same the work is just so important, that the time and money spent on them have always produced good results.

CHAPTER XVIII

THE TRAINING OF A SCOUT

Scouts are of different ranks from Pravesh to Rashtrapati Scout. Pravesh Scout is the beginning. It is the rank a Boy occupies on admission to a Troop. The Highest and the one which every Scout should try to attain is the rank of Rashtrapati Scout.

Ranks are progressive stages in the life of a Scout. He joins when he has completed 10 years of age. In about three months from the date of joining it should be possible for him to become a Pravesh; in about fifteen months from these he can become a Dwitiya Sopan Scout. With due diligence, he can become a Rajya Puraskar Scout, and after this he can become a Rashtrapati Scout.

The A.P.R.O. Part II .Chapter I, II and III give the condition which the candidates has to fulfil for his progressive training as a Scout.

The several Scouts ranks, here described indicate the range or steps that a Scout has to take what may be described as the Scout Ladder of efficiency.

The Ladder of efficiency is very sort of main line which will Scouts have to follow. Every Scout should aim at going up the Ladder steadily and in due time. The training that Scouts receive as Scouts would build up general efficiency as Scouts. That is why we speak of this as the Ladder of efficiency. But this main line open into a side line which may be regarded as giving the Scout a kind of specialist training in certain skills represented by Proficiency Badges. Such training may be described as Proficiency Training.

Proficiency Badges:

The Scout Scheme provides a certain number of Proficiency Badges for different subjects which Scouts can **start** quality after they win their Pratham Sopan Badge.

But Proficiency Badges are not to be worn just for the sake of winning. A Scout should choose them according to his

natural aptitude, and having made his choice he should Works assiduously till he gains the required degree of Proficiency and try to use the knowledge/skills for good of the Community.

Scout Proficiency Badges :

(a) The Scout Proficiency Badges are as follows :-

- | | |
|------------------------|-------------------------|
| 1. AIDS Awareness | 2. Air Spotter |
| 3. Ambulance Man | 4. Archer |
| 5. Artist | 6. Athlete |
| 7. Aviator | 8. Back woodsman |
| 9. Basket worker | 10. Bee Master |
| 11. Bird Warden | 12. Boatman |
| 13. Book Binder | 14. Braille |
| 15. Camel man | 16. Camper |
| 17. Camp Warden | 18. Cancer Awareness |
| 19. Carpenter | 20. Citizen |
| 21. Climber | 22. Civil Defence |
| 23. Community Singing | 24. Community Worker |
| 25. Computer Awareness | 26. Cook |
| 27. Cyclist | 28. Dairyman |
| 29. Debator | 30. Desert folk |
| 31. Drug Awareness | 32. Disaster Management |
| 33. Ecologist | 34. Electrician |
| 35. Electronics | 36. Entertainer |
| 37. Explorer | 38. Event Manager |
| 39. Free Being Me | 40. Farmer |
| 41. Fireman | 42. Florist |
| 43. Folk dancer | 44. Forester |
| 45. Friend to/ Animals | 46. Games Lender |
| 47. Gardener | 48. Good Neighbour |
| 49. Gymnast | 50. Handyman |

- | | |
|-----------------------------|-------------------------|
| 51. Healthy man | 52. Herbalist |
| 53. Heritage | 54. Hiker |
| 55. Hospital man | 56. Interpreter |
| 57. Interpreter to the Deaf | 58. Journalist |
| 59. Launder | 60. Leather worker |
| 61. Leprosy Control | 62. Literacy |
| 63. Map Maker | 64. Marksman |
| 65. Meteorologist | 66. Motor Mechanic |
| 67. Musician | 68. Naturalist |
| 69. Nutrition Educator | 70. Oarsman |
| 71. Pathfinder | 72. Photographer |
| 73. Pioneer | 74. Plumber |
| 75. Poultry farmer | 76. Printer |
| 77. Public Healthy man | 78. Reader |
| 79. Rescuer | 80. Rural Engineer |
| 81. Rural Worker | 82. Safety knowledge |
| 83. Salesman | 84. Sanitation Promoter |
| 85. Scholar | 86. Secretary |
| 87. Sea Fisherman | 88. Self Defence |
| 89. Signaller | 90. Soil Conservator |
| 91. Solar Energy Awareness | 92. Stalker |
| 93. Star man | 94. Swimmer |
| 95. Tailor | 96. Telegraphist |
| 97. Tracker | 98. World Conservation |
| 99. World Friendship | 100. Yoga |

- (b) The syllabus for these badges is as given in the appendix.
- (c) The Proficiency Badges are issued on the basis of certificates issued by qualified and independent examiners appointed by the Local or District Association. These Certificates are issued when a Scout successfully completes the test to their satisfaction.

- (d) All Proficiency Badges unless other wise stated, shall be worn on the right-arm in parallel rows. The Ambulance man Badges are worn one each on both arms just below shoulder badges on right and left shoulders.
- (e) These badges can be worn by Scouts only.
- (f) All Proficiency Badges of the Scout Section will be in green on grey background with exception of Ambulance man Badge.

Hikes, Treks and Camps for Scouts:

(1)	Periodical hikes, treks and camps for scouts must be encouraged and arranged.
(2)	A scouts who wishes to go on a hike or trek within the District must obtain permission of the District commissioner through the Scout Master.
(3)	For hikes or treks outside District besides permission of the parents or gaurdian, permission of the state commissioner (Scout) through the District Commissioner(S) of the District to which the scouts belongs has to be obtained.
(4)	In order to regular proper arrangement for trek or hike 'Permit Card' signed by the Scout Master shall be issued. The concerned District Organising Commissioner shall issue 'Permit Card' only to the Scout Master incharge of the Troop and the Scout Master in turn shall issue such 'Permit Card' to the Patrol Leader.
(5)	A Scout shall not hike or trek or camp except with the previous written permission or the parents orguardian in the Scout Master and the concerned District Organising Commissioner.
(6)	In order to ocbtain written permission of the concerned District Organising Commissioner, sufficient intimation in the prescribed form must be given to the District Organising Commissioner to enable him to issue ncessary written permission.

(7)	A Scout shall not be permitted to camp except under the leadership of a Patrol Leader or a Scout Master qualified and trained for the purpose.
(8)	When Scouts propose to camp outside their own District fourteen days intimation shall be given to the District Organising Commissioner so that District.
Efficiency Cords :	
1.	Scout Efficiency Cord are made of chiffon Threads specially designed, supplied by N.H.Q. It will be worn under the right shoulder strap extending the cord to the top of right pocket stitched horizontally just above the BSG Stripe.
2.	After Dwitiya Sopan Badge, a Scout may earn more proficiency badges.
3.	If a Dwitiya Sopan Scout earns six proficiency badges in all shall be awarded Blue Cord by the Assistant Distt. Commissioner.
4.	If a Tritiya Sopan Scout earns twelve proficiency badges in all shall be awarded Green Cord by the Distt. Commissioner.
5.	If a Rajya Puraskar Scout earns eighteen proficiency badges in all shall be awarded Golden Cord by the District Chief Commissioner.

CHAPTER XIX

THE SCOUT LAW AND PROMISE

The Scout Law and the Scout promise are part of the fundamentals of Scouting. When a boy joins a Scout Troop he makes the Scouts promise.

The Scout Promise is -

“Oh my honour. I Promise that I will do my best.

To do my duty to God* and my country;

To help other people and

To obey the Scout Law”.

*Note: The word “Dharma” may, if desired, be substituted for the word “God”.

The Scout makes this promise at a simple ceremony called the investiture at which the entire Troop takes part. The Promise is made to the Scout master in the presence of the Scouts who belong to the Troop. With the investiture the boy's scout life begins. The boy is a Scout from now on. He is entitled to wear the Scout Uniform and to earn and wear the Membership Badge.

The Scout Promise mistakes reference to duty to God, and Duty to country, and also makes obedience to the Scout Law, an important duty. These several points have to be properly explained to the boy clearly and well in advance, and the Scout master regards it as his special duty to do so.

The boy should be encouraged to learn the Scout Law by heart and to ponder over its implications. He should approach his question from a practical point of view, and try to find out how he may apply the Scout Law to his own personal life.

The Scout master should discuss these matter with the boy sufficiently often, until he feels that the boy has a fairly clear conception of his duties under the Scout Law. Not only should the boy be able to repeat the Law and the Promise verbatim a time, but he should also know all their implications and should feel confident about keeping them.

Here are a few special points for consideration:

1. **"On my Honour"**: Honour is something sacred which the boy has to protect and a safeguard. When he makes the Promise on his honour it means that he will keep it any cost. It also means that he can be trusted to be truthful and honest.

2. **"To do my best"**: In the beginning a boy may find it hard to keep the Promise. It may be that he slips at times. On such occasions he should be helped to rise again, and to be loyal to the Promise and the Law. If a boy struggles on sincerely and maintains the path of rectitude, he is doing his best.

3. **"Duty to God"**: A Scout's duty is to revere God. Here are some way sin which a Scout can discharge this duty. He should have belief in God, he should have faith in him he should feel thankful to him for all the beautiful and wonderful things which he has given us; he should say prayers regularly and in reverence ; he should be thoughtful about all God's creations, and show love and kindness to them. "Duty to Dharma" - a Scout taking his promise thus will carry out his obligations in strict accordance to the principles of his religion.

4. **"Duty to Country"**: A Scout should love his country and be patriotic. He should learn about its greatness, and understand its great traditions. He should do all he can to develop into a good citizen. He should cultivate respect for constituted authority. He should keep the Country's Laws. He should show due reverence for the Flag of the Country and for the National Anthem.

5. **"To help others"**: A Scout should realize that service to fellow men is Service to God. A Scout should be ready to help others. The help rendered may be big or small but the spirit in which it is done is important. A simple act of helpfulness is described as a Good Turn. It may be just helping an old woman cross a busy street, or it may be guiding a blind man to safety or even providing drinking water for the thirsty cattle. The Scout will do it in a proper spirit, and with cheerfulness and does not receive any reward.

As regards, the Scout Law it will be necessary for the Scout master to go into several points of it with the individual boy

slowly and with care. Two or three out of the points which make the Scout Law could be taken up at a time, and they could be illustrated with incidents. Such a step will go along way to ensure correct and clear understanding.

The following are the Points of the Scout Law :

1. A Scout is trust worthy : This means that a Scout, always speaks truth.

2. A Scout is loyal : To be loyal to any one is to be true to him and to stick to him through thick and thin .In this sense a Scout is loyal to all people.

3. A Scout is a friend to all and a brother to every other Scout : Scouts recognize everyone as a friend and treat him so. They do not feel enmity or ill towards any one. They are friends to all people. Any they regards other Scouts as brothers. Religion, class, caste or country does not standing in the way. They make no difference.

4. A Scout is Courteous : In his speech and action, Scout shows respect and regard for others .He has a nice word for everyone, and he treats all with courtesy and kindness.

A Scout is polite to women and children, and to the aged and in firm. He is kind and courteous to them in

5. A Scout is a friend to animals and loves nature : A Scout is kind to animals and goes to their help. He attends to their needs as he attends to the needs of human beings. He appreciates the beauty in the nature and loves all createness created by God. He does not harm living beings and does not destroy plant life.

6. A Scout is disciplined and help protect public property : A Scout obeys all people to whom obedience is due. In the Troop he obeys his Scout master, and the Patrol Leader. At home he obeys his parents and others. In the school he obeys his teachers. His obedience is based on understanding. He understands that public property is for the good of people. He does not damage or destroy public property.

7. A Scout is Courageous : A Scout is always cheerful and courageous in the face of difficulties.

8. A Scout is Thrifty: A Scout is careful not to waste any thing. He conserves everything. He is thrifty with things which belong to him, and uses them with care, so that they may last long. He is thrifty with money and tries to save as much as he can so that it will be useful to him in times of distress or want. He is thrifty with time; and he does not waste it but puts it to the greatest use.

9. A Scout is pure in thought, word and deed: A Scout thinks clean thought, speaks clean words, and is clean in his actions. He does not allow impure thoughts to enter his mind, or impure words to escape his lips. What ever he does is proper and pure in every way.

The Scouts will acquire correct and clean understanding about the Scout Law if they can occasionally practice dramatizing it. The Scouts master can himself providing to the Scout to do it. The dramatizing could be done as a sort of Patrol competition. The Troop may occasionally indulge in story telling competitions also to bring out the meaning and significance of the Scout Law into clear perspective.

The Scout Law and the Scout Promise form the every basis of the Scout's spiritual life. It is the these that enable him to grow morally straight These may, therefore, be described as the warp, and all scout activities as the weft, of Scout training. All fine characteristics that make up a Good Scout are woven into the fabric ultimately into the fabric of his personality

CHAPTER XX

THE SCOUT SIGN, THE SALUTE AND THE MOTTO

As a member of a Troop, a Scout should be familiar with a few things, like the Scout Sign, the Scout Salute, the Scout Handshake, the Scout Motto and the Membership Badge.

The Scout Sign:

The Scout Sign is given by hand pointing upward, with the thumb over the nail of the little finger, and the three other fingers held close together and pointing upward. It is usually made with the right hand.

The Scout Sign reminds the Scout of the Scout Promise that he has made. It forms the basis of the Scout Salute, and every time the Scout gives the Scout Salute it will remind him of his three fold promise.

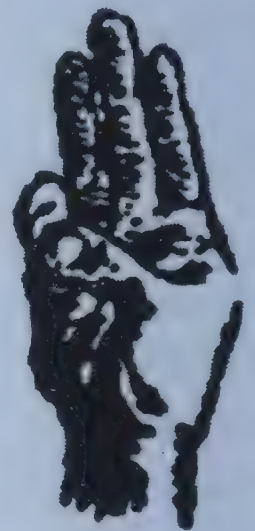
The Scout Sign is given at the time of the Investiture. It is given with right hand.

The Scout Salute:

The Scout Salute is made by smartly raising the right upper arm to horizontal position, with the hand at the Scout Sign and fingers just touching the forehead. The Salute is retained while one mentally counts three and after that the hand is taken down vertically, quickly and smartly.

The Salute is always made with the right hand---. When carrying a Staff saluting is done by bringing the arm smartly across the body in a horizontal position, the fingers giving the Scout Sign and just touching the Staff, palm downwards.

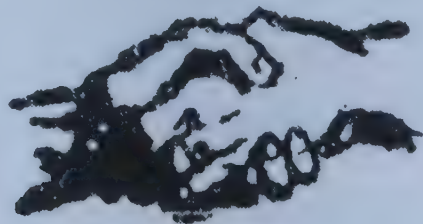
Salute is a sign of greeting. Salute is regarded as a privilege.



Scout Salute shows that one belongs to the world wide Brotherhood of Scouts. One is, therefore, rather proud of this privilege. The first to see gives the Salute, and the other person responds promptly. There is no question of rank---high or low.

Scout Hand-Shake :

Scout shake hands with their left hand. The left hand is



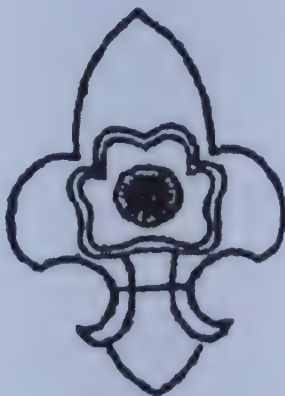
offered. It is said, be because the heart is on left side. The hand shake becomes hearty one!

The Scout Motto :

The Motto or the Scouts is "Be prepared". This calls on the Scouts to be ready in mind and body for all emergencies. This motto means that the Scout Should get himself trained properly, and he equipped with necessary knowledge and skill. He should in an emergency think out before hand what he should do, and how he should proceed, and keep himself ready both in mind and body for the emergency.

The Membership Badge:

The Membership Badge consists of the Fluer-de-li sof the Scouts and the Trefoil of the Guides. Over these the Ashoka



Chakra is super-imposed to represent India. The ratio of the length of the bread this 3:2.

The Membership Badge is made of cloth, with background in green and the insignia in yellow. It is worn in the centre of the left pocket of the scouts shirt.

The Fluer-de-lis in some form or other is the badge of the Scouts all the world over. And the Trefoil is the badge of the Guides. The three petals of the insignia remind Scouts and Guides of the three-fold Promise that they have made.

CHAPTER XXI

FLAGS- THE NATIONAL FLAG, B.S. & A FLAG & WORLD SCOUT FLAG THE NATIONAL FLAG

“A nation makes the flag and the flag makes a nation.....A Flag is a necessity for all nations. Millions have died for it....a flag represents an ideal.....It will be necessary for the Indians-Hindus, Muslims, Christians, Jews, Parsis and all others to whom India is their home recognise a common flag to live and die for”.
M. K. Gandhi

The present national flag is the last definite one in the evolution of our national flag which began in the year 1905. Many people like Madam Cama, Dr. Annie Besant and Bal Gangadhar Tilak have contributed to its evolution. The present one was adopted on July 22, 1947.

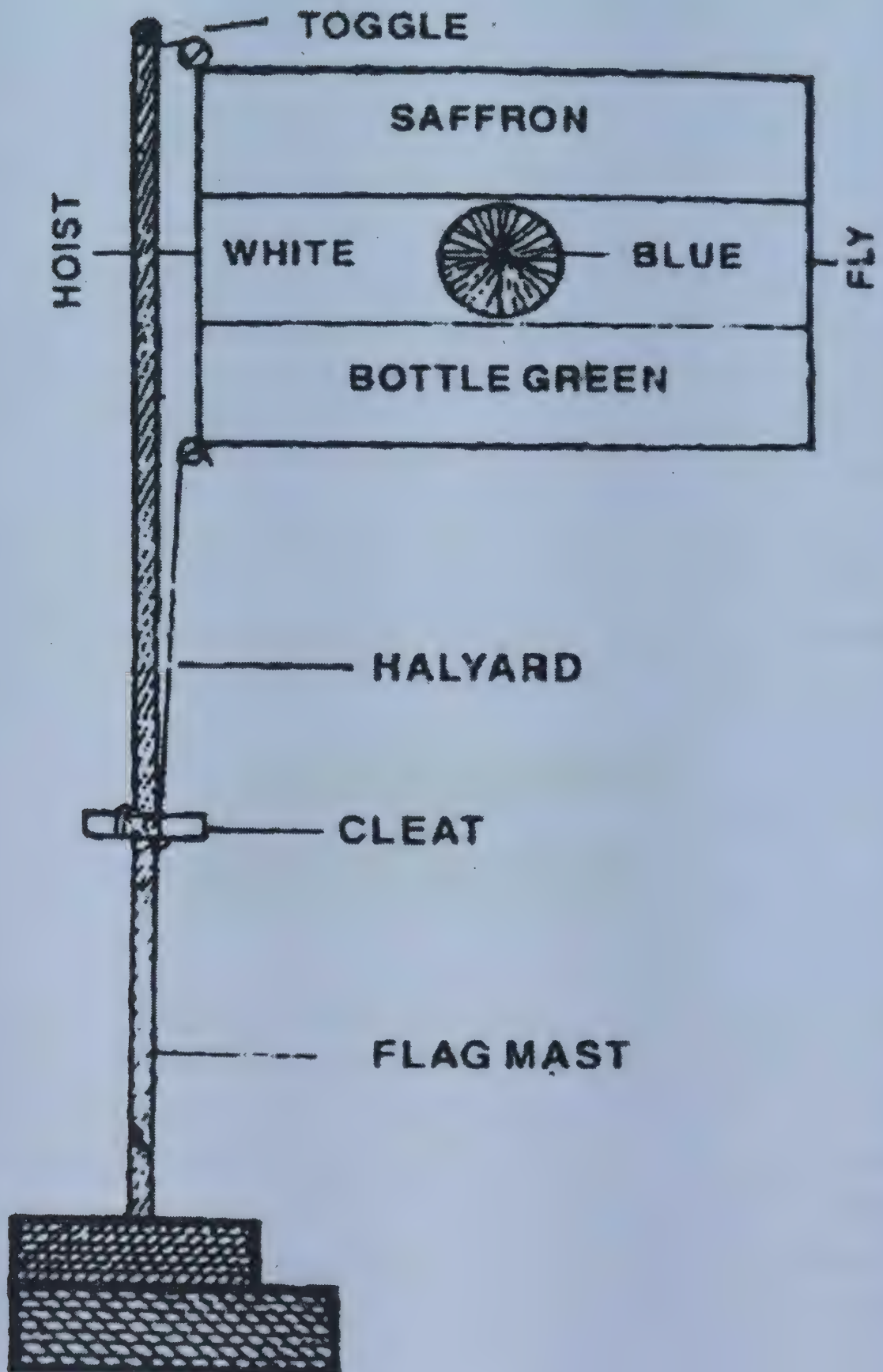
The National Tricolor Flag is rectangular in shape. It is made up of rectangular bands of equal width. The top band is saffron in colour and denotes courage and sacrifice. The middle band is white and denotes truth and peace. The bottom band is



green which stands for prosperity and the wealth of the nation. The Ashoka Chakra in the centre of the white band, is the wheel of the law of Dharma in main the centre of the white band and it denotes progress. The size of the flag is in the ratio of 3:2 (three Parts long and two parts wide).

The National Flag shall be used only on such occasions and in such manner as in accordance with the rules made by the Government.

NATIONAL FLAG



SOME DEFINITION

Flag Mast : The pole on which the flag is unferled.

Halyard : The rope which holds the flag up or down.

Toggle : A short wooden piece attached to the top end of stay rope at the hoist, which copies with the loop in the Halyard for the correct hoisting of the flag.

Hem and Seam : The folded and sewn portion of the flag's Hoist portion through which the flag rope passes.

Hoist : The portion of flag which is nearest to the Flag Pole. The flag is hoisted up or lowered to by it.

Fly : The portion of the flag that is away from the pole. It is actually this portion that seems to fly.

Cleat : A short piece of wood or metal fixed to the flag pole at about shoulder height to which the Halyard is tied.

THE WORLD SCOUT FLAG

The World Scout Flag consists of the World Scout Badge in white encircled by a white cord, the ends of which are tied with a



Reef Knot. It is set on purple background. The size of the flag will be in the ratio of 3:2. Purple is the international colour and stands for the service oriented nature of Scouting. The knot is the symbol of the Scout brotherhood.

The Flag was approved in 1951 at the 18th World Conference held in Lisbon.

THE BHARAT SCOUTS & GUIDES FLAG

The Bharat Scouts & Guides Flag shall be in dark blue colour. The emblem in yellow colour shall be in the centre of the Flag with Ashoka Chakra in blue colour. The size of the Association Flag shall be 180 cms. in length and 120 cms. in width. The Emblem shall be 45 cms. by 30 cms. the size of the Group Flag shall be



120 cms .by 80 cms. with proportionate emblem. The name of the group shall be written in yellow colour in a straight line below the emblem.

The Fleur-de-lis is the international Emblem of Scouting. The Trefoil of Guides, super imposed on the Fleur de-lis stands for the combined organisation of Bharat Scouts and Guides. Ashoka Chakra is meant to emphasize the Indian character of the movement.

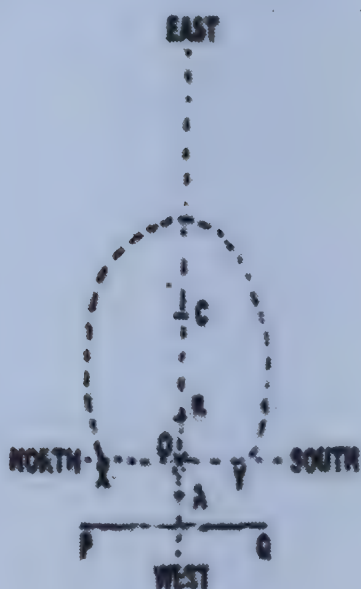
The world Scout Flag may be used on appropriate occasions and when used it shall fly at a lower level than National Flag and as its left and at a higher level then the Bharat Scouts & Guides Flag and its right. When the National Flag and the Bharat Scouts & Guides flags are flown simultaneously, the Bharat Scouts & Guides flag shall fly at a lower level then the National flag and to its left. When the group flag is flown it shall be flown separately.

The flag must be treated with reverence at all time while carrying the flag pole shall be sloped over the right shoulder the flag gathered in. In March past it shall be held vertically and the flag must fly freely or the fly and must be held with the right hand. It can also be cased, rolled round the staff and decoratively bound with golden chords See "Flag Etiquette".

The Bharat scouts and guides flag must be dipped to the President of the Indian Republic. It shall not be dipped when national Anthem is played except when the president of Indian is present. The Bharat Scouts and Guide Flag may be dipped to the president of the Bharat scouts and guides and the chief national commissinor.

Marking of Horse Shoe

- Select the Site.



- Fix position 'O' for Flag mast.

- Draw East/West North/South line at 'O'.

- On the West line, mark 'A' 2 paces from 'O'.

- On East line, fix one peg at B, two paces away from 'O' and one peg at C eight paces away from B.

-Take rope twice AC and Make a loop such that it holds both the pegs B& C in the loop.

-With a market in the loop at 'X' 'on the

north line, draw an arc on the Eastern side keeping the Rope (Loop) fully streched. Stop at 'Y' on South line.

-Drawn another PQ parallel to XY with a distance of 3 paces on the Western side. This line is for Adult Leaders, etc.

-Fix flag at 'O' (about 18 to 22 feet).

-Remove the pegs and erase the North/ South and East/ West lines.

All 'toe' the lines keeping a distance of 2 paces away from X and Y.

Flag at Mast head.

PRAAYER SONG

Daya Kar Dan Bhakti Ka
Hamen Parmatama Dena,
Daya Karna Hamari Atma
Mein Shudhata Dena,
Hamare Dhyan Mein Aao
Prabhu Ankon Mein Bas Jao,
Andhere Dil Mein Aakar Ke
Param Jyoti Jaga Dena
Bahado Prem Ki Ganga
Dilon Mein Prem Ka Sagar
Hamen Aapas Me Miljul kar
Prabhu Rehna Sikha Dena,
Hamara Dharma Ho Sewa
Hamara Karm Ho Seva,
Sada Iman Ho Seva,
Wo Sevachar Bna Dena,
Vatan Ke Vaste Marna,
Vatan Pe Jan Fida Karna
Prabhu Hamko Sikha Dena
Daya Kar Dan Bhakti Ka
Hamen Parmatma Dena
Daya Karna Hamari Atma
Mein Shudhata Dena,

FLAG SONG

Bharat Scout Guide Jhanda

Uncha Sada rahega,

Uncha Sada rahega Jhanda

Uncha Sada rahega

Neela rang Gagan sa Vistrit

Bhratru bhav phailata,

Tridal Kamal nit teen

Pratignaon ki yad dilata,

Aur chakra Kehta Hai

Pratipal age kadam badega

Uncha Sada rhega Jhanda

Uncha Sada rahega.

Bharat Scout Guide Jhanda

Uncha Sada rahega,

Uncha Sada rahega Jhanda

Uncha Sada rahega'.

CHAPTER XXII

THE INVESTIURE OF A SCOUT

The investiture is the ceremony the make a boy a Scout. The boy makes the Scout Promise in t he presence of the Scouts of his Troop, and the becomes one of them.

The A.P.R.O. prescribes certain conditions that should be fulfilled before a boy undergoes the Investiture. When they are fulfilled the Scout master arranges for the ceremony. It may be held at the close of a Troop Meeting, or on another day. If held along with a Troop Meeting, the boys should be allowed a few minutes so that they can tidy themselves up, and prepare themselves for the ceremony.

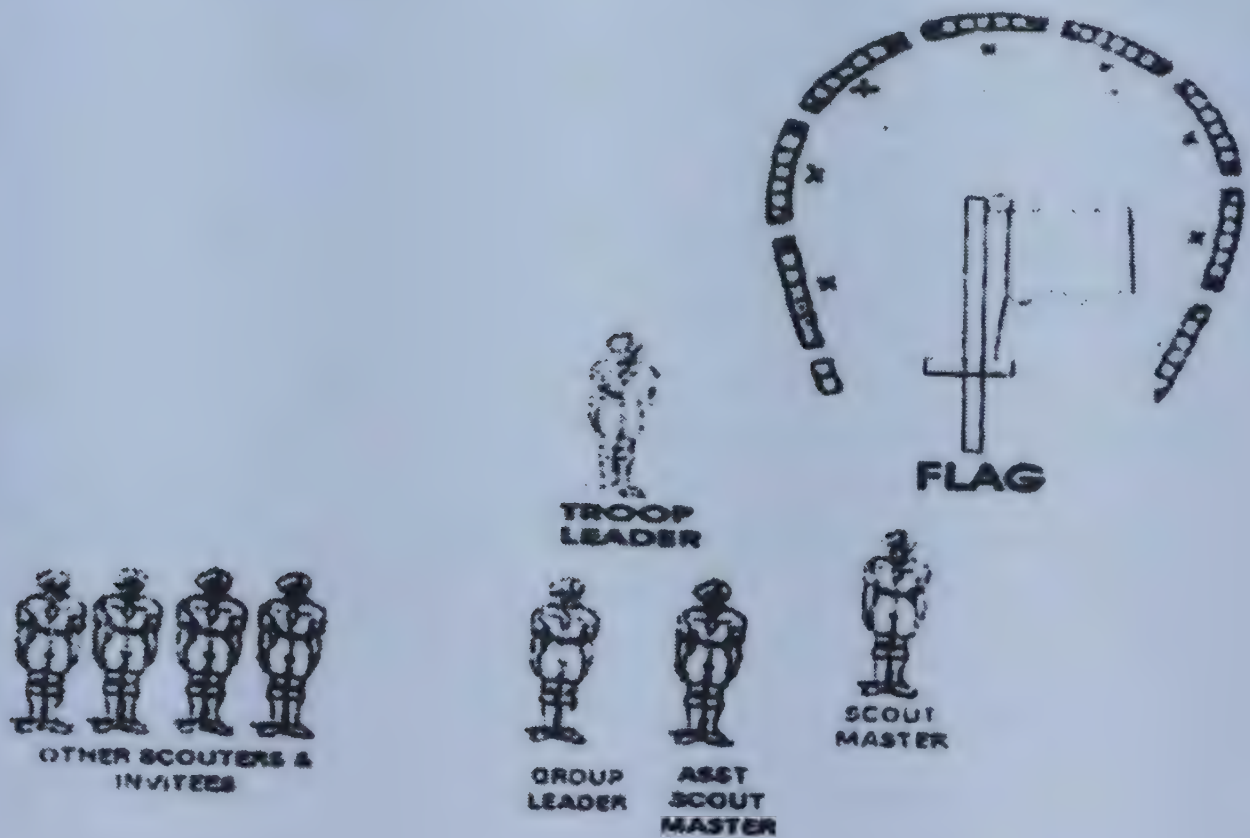
The ceremony should be simple and solemn. All Scouts should be in uniform. The parents of the boy may be invited, if the boy desires. Other parents need not be invited. Member soft he public are not also to be invited. The Group Leader, if there is one, should not only be present, but should also take active part. All Assistant Scout masters should also have active share. It is the prerogative of the Scout master to conduct the ceremony himself. The boy should make the Promise to him. He should not surrender this prerogative to others, to the District Commisioner or to any one else who may be ever so highly placed. Mass investiture should be avoided. Two or three recruits may be invested together but not more. The ceremony should be short. In the excitement of it, the boy may not be able to repeat the Promise unaided. He should be helped. The Scout master should be ready to prompt whenever necessary.

For the Investiture, the Troop is drawn up in Horse-shoe formation. Patrol Leaders will be at the extreme right of their Patrols and the Seconds will be in the extreme left. The other Scouts will stand in serial order to the left of the Patrol Leader. The Recruit or the New boys as he is also called, will stand close to the Seconds, but to his right.

At the base of the Horse-shoe, or in any convenient place a new Scarf, a Membership Badge, Shoulder stripes and also the

Scout Cap will all be placed on a table, ready for presentation during the ceremony. A Troop Flag will also be kept ready.

At the beginning of the ceremony, the Scout master asks the Patrol Leader concerned to bring up his Recruit and present him for Investiture. The Patrol Leader does so. After bringing him up, and making him stand in front of the Scout master, he steps back. The Investiture begins. It takes the form of an earnest and intimate conversation between the Recruit and the Scout master.



INVESTITURE CEREMONY

The Scout master calls the Recruit by name Krishna or Gopal or whatever it is-any will say: "Well, Krishna, do you want to become a Scout?"

The Recruit answers: "Yes, Sir"

Scout master: "Do you know what your honour is?"

Recruit: "Yes, Sir. It means that I can be trusted to be truthful and honest".

Scout master: "Do you know the Scout Law?"

Recruit: "Yes, Sir".

Now the Scout master calls the Troop to be alert and says: "Can I trust you, on your honour to do your best.

To do your duty to God and our country; To help other people and To obey the Scout Law?"

Now the whole Troop and the Recruit will raise their hands in Scout Sign. The Recruit will hold the Scout Flag with his left hand and repeat the Promise. The Scout master will prompt him or ask him to repeat the promise after him.

As soon as the Promise is made the Recruit and all the Scouts drop their hands. The Scout master offers his left hand to the Recruit and gives the Scout Hand shake. At the same time he says to the Recruit---"I trust you on your honour to keep the promise which you have now made .You are now a Scout, and one of the great World wide Brotherhood of Scouts."

The Scout master now offers the Membership Badge to the New Scout and points out the place on his uniform where it is to be worn. The Group Leader if present, will place the Group Scarf round his neck and fix it with a woggle. The Assistant Scout master will hand over the Cap, and the Patrol Leader will pin up the shoulder stripes. By these actions the Group Scouts and the Patrol Leader show that they welcome him into the Troop. When all this is over the Scout master will say, "Scout Krishna, About turn".

Scout Krishna will turn about and face the Troop, Scout master will now say "Salute the Troop". Krishna smartly gives a Salute. Now the Troop will return salute by the over tact the Troop has welcomed him into the Troop.

The next order of the Scout master will be "Scout Krishna, to your Patrol, Quick March" and Scout Krishna, will be led away by his Patrol Leader and put into his place in the Patrol.

The Investiture ceremony is now over, and the Troop now breaks off and assumes an informal atmosphere. Scouts welcome the New Scout and greet him individually, and this may be followed by an informal social gathering like a tea party.

The Recruit comes to the Investiture in his Scout Uniform with Grey Shirt, Blue Shorts, Belt, Shoes and Stockings with proper garter tabs. That will be very first occasion when he wears them. At the Investiture he gets the essential insignia the Membership Badge and also wins the name of Scout. From now on he becomes entitled to wear the uniform and to be called by the appellation Scout.

CHAPTER XXIII

SMARTNESS AND GOOD ORDER

Scouts belong to a uniformed organisation. They have a prescribed uniform, and there are rules which they have to follow when they wear it.

The public image of Scouts is a matter of a real importance. Scouts should be correctly dressed, in the appropriate uniform and they should behave well and in an orderly manner when they appear in public. This will bring the movement a good name.

The Scouts Uniforms consists of regulations Shirt, and Trousers, Belt, Dark Blue Beret Cap, Cap Badges, Shoes, Stockings. It include a Scarf and shoulders stripes also. A Knotting rope 3 metre long, a knife also may be carried. Scouts should be encouraged to be smartly dressed in full and complete uniform when they are on duty or when they appear in public. And the unifrom should always be complete, correct, neat clean and in good condition.

UNIFORM OF A SCOUT

Scout Uniform : A Scouts shall wear uniform as follows :

(i) Shirt : A Steel Grey Shirt with two patch pockets with shoulder straps with half or rolled up sleeves, sleeves may be turned down in cold weather.

(ii) Shorts : Navy blue shorts.

(iii) Head Dress : A blue beret cap with the official cap badge supplied by the National Association. A Sikh may wear a blue turban with the official cap badges wearing of cap is compulsory during ceremonials.

(iv) Belt : Grey Nylex belt with the official buckle of the Bharat Scouts and Guides supplied by the National Association.

(v) Scraf : A triangular scarf of the Group colour other than yellow, green and purple and pattern approved by the Local or District Association as the case may be worn round and the neck over the collar and shoulder straps with group woggle other than Gilwell woggle. Each of the two sides of scarf shall have a minimum length of 70 cms or a maximum of 30 cms.

(vi) Shoulder Badge : A shoulder badges of 6 to 8 cms. length and 1.5 cms. width white background and the serial number and name of the group in red letters shall be worn on both the shoulder immediately below the seam.

(vii) Membership Badges : A cloth badges with green background and Fleur -de- lis in yellow super imposed by the Trefoil with Ashoka Chakra also in the centre shall be worn in the centre of the left pocket or at the same place on jersey.

(viii) Footwear : Black shoes with laces may be worn.

(ix) World Scout Badge : Should be worn on the right pocket of shirt in uniform.

(x) Lanyard : Knotting rope of 3 mts. of standard length shall be used in the uniform and a grey lanyard shall be worn in the neck and put in the left pocket.

(xi) Haversack or Rucksack: A haver sack or a ruck sack may be carried during outdoor activities.

(xii) Overcoat Mack in toes or Jacket: A navy blue overcoat navy blue blazer /navy blue wind cheater, navy blue jersey may be worn in the winter season.

(xiii) Shoulders Stripes : Two Shoulder Stripes, indicative of name of th Patrol each 5 cms long and 1.5 cms, widely stitched horizontally, each 2 cms. apart on a square shape steel grey cloth, this path shall be worn at the top of the left sleeve, immediately below the seam.

(xiv) Metal Badges :In multi, a metal badges of the Bharat Scouts and Guides may be worn.

(C) Uniform for Sea Scout : A Sea Scout shall wear unifrom as for a Scouts . He shall also wear the Sea Scouts Badges 4 cm above the right pocket.

(D) Uniform for Air Scout : An Air Scouts shall wear uniform as for a Scouts. He shall also were the Sea Scouts Badge 4 cm above the right pocket.

In this respect as in others , the personal example of the Scouts master counts for a great deal . He should be very careful

about his own uniform. He should wear only such articles as are prescribed by the Rules, and shun eccentricities of every Kind. Wearing correct uniform is a matter of discipline.

Boys are not really interested in sloppiness. Their inward discipline growing from within needs help from Without. That is Where the Scout master's example becomes all important.

Apart from wearing correct uniform when appearing in public or when on duty, is very necessary for Scouts to go about in goods order. They must do so whether they go singly or in groups. If in group they should be able to move together in orderly fashion. This can be achieved only by administering a little physical drill regularly.

Baden-Powell, our Founder was not against drill. He was really in favour of it. What he objected to was the indiscriminated-unimaginative use of it. He wanted that it should not be over done. Drill is not everything There are a thousand and one thing of importance which Scouts have to do, and to have drill and drill only to the exclusion of these other thing is what B.P. objected to.

Scouts should know correct gait and posture. When they stand they should be able to stand upright and correctly, and when they walk, they should be able to walk proper gait. Baden- Powell has referred to master these in Scout for Boys.

Drill:

Scouts should know how to move from one point to another quickly and in good order whether they are together as a Scouts Troop or in Patrols . Frequent practise in drill will give them the necessary and keep them smart.

“Scouts should Know how to move quickly in Troop and Patrol group from one point to another, says B.P. “When done right, practise to in quick and orderly movement sets them up, and makes them to smart and quick”. It strengthness the muscles which support the body, and by keeping the body upright in the lungs and heart get plenty of room to work and the inside organs are kept in proper position for proper digestion of food.

B. P. Continues :

“A slouching position depress them doing this work properly, so that a man in that position is generally weak and often ill.”

“Stand-upright when you are standing ,and when you are sitting down, sit upright,” says B.P. “with your back well into the back of your chair”.

“Alertness of the body” says he, “whether you are moving, standing or sitting, means alertness of mind. And it is a paying thing to have, because many an employer will select alert looking boy for work, and pass over writing at a table, or even trying a boot lace, do not round your back”, says B.P. “but tuck in the small of your back, because it helps to strengthen your body.”

Aim of Drill :

The aim of Drill is to inculcate a sense of discipline; improve bearing, smartness in appearance and turn out; to instill leadership qualities and ability to command; inculcate a habit of implicit obedience to order ; and to obtain a high standard of steadiness and cohesion on the parade ground.

Drill means training the individuals to execute certain movements immediately and instinctively.

Drill can be divided into two kinds: (1) Drill without arms, or Foot Drill, and (2) Drill with Arms or weapons Drill. Scouts who want to serve the country during emergencies should be familiar with both. Foot drill can be done at Troop Meetings. The opportunity for weapons training is, however, rare. It is not readily available.

Foot Drill is elaborately dealt with in Scouting for Boys in Camp Fire Yam No. 19. Drill with scout staves is also dealt with there. Regular weapon training will have to be specially arranged for.

Foot Drill :

The usual commands are (1) Alert or Attention, (2) Stand at-ease, (3) Stand easy, (4) Falls in, (5) Dressing Right Dress,

(6) Numbering, (7) Turning-Right Turn, (8) Open and Close order March, (9) Dismiss, (10) Fall out, (11) Marching-Quick March, Slow March, Double March, Side Pace step-out, (12) Halt, (13) Getting on parade, (14) Marking time, Forward Halt, (15) Right, Left and about turns on the March, in quick time, (16) Wheeling, (17) Saluting, Saluting to the Front, to the Right, to the Left, to the Front while marching, while approaching Scout Officer, while passing Scouts wearing a cap, when driving a mechanical vehicle or riding a cycle.

Sequence of Technical Drill :-

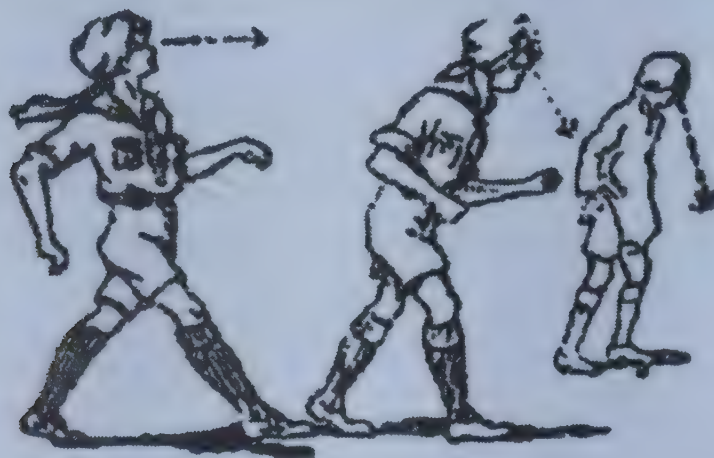
- (a) The Patrol or the Troop will be drawn in a Horse-shoe round the Instructor but not facing the sun.
- (b) Tell the Patrol or the Troop about the lesson,
- (c) Give quick demonstration;
- (d) Do it slowly;
- (e) Give demonstration with explanation;
- (f) Individual practice and correction should follow
- (g) Practice by Patrols, numbers and judging time.

Commands :

The command should consist of two parts, the first cautionary and the second executive. The word of Command used in the Indian Army are to be adopted by Scouts.

Terms used in Drills :

Rank : Line of Scouts placed side by side.



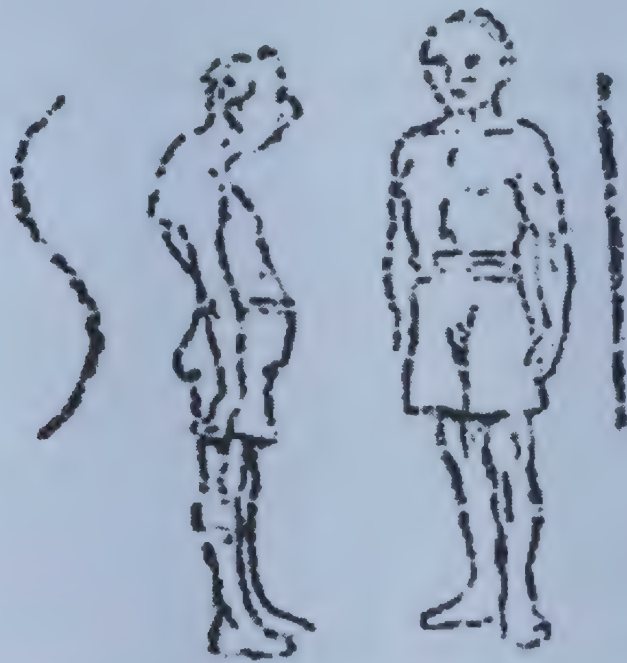
File : Scouts one behind another - one arm's distance behind.

Dressing : To take up alignment correctly.

Close Column : Rank to Rank keeping 30" distance (76.2 cms)

Open Column : Rank to Rank keeping 75 distance (190.5 cms)

Alert or Attention (Savdhan) :



For all the drill movement this position is important. By becoming "alert" the Scouts are ready to take further orders. The "alert" is compulsory while speaking to a Scouter or Patrol Leader.

Position:

- (a) Heels together and in line. 30° angle at heels.



- (b) Body erect, chest lifted and shoulders square.

- (c) Arms hanging straight down ,hands closed and thumbs straight to the front and behind the seams of the trousers. Keep the upper arm close with the body.
- (d) Head erect,chin vertical, eyes straight to the front.
- (e) The weight of the body equally on both heels. Carry the left about two inches from the ground and place it flat and firm beside the right with extreme sharpness. No stamping is allowed.

Stand at Ease (Vishram) :

From 'Alert' to 'Stand' at ease lift flat left foot about 6 inches from the ground and carry it 12 inches to the left, carry the hands behind the back gasping the right hand back in the palm of the left hand- Arms and foot movement to be simultaneous.

Stand Easy (Aram Se) :

No movement to feet. Movement above hip allowed. No talking. Wait for the "Cautionary" word.

Fall in (Pankti Ban) :

It means fall in one Rank, one arm distance between ranks. Alternatively if more than eight, fall in, in three ranks, if more than five fall in , in two ranks. If less than five, in single rank.

Dressing (Saj Ja) :

When ever a Patrol or unit halts in line or gets on parade, dressing will be taken up so that other movements of drill can be correctly and smartly carried out. Dressing means not only to be in line by right or **left**, but also to be correctly covered off room front and to rear, at **the** correct distances from the rank in front, and at the correct interval between Scouts in line.

Right Dress(Dahinc Saj) :

In this case dressing will be taken from the right hand side as follows:

- (a) Right hand scout remains still;

- (b) Others take 15 inch-pace forward (38.1 cm)
- (c) Turn head and eyes to the right.
- (d) All except the last Scouts in the front rank extend the right arm and see the lower part of the face of the Scouts two paces away from him.
- (e) Distance between ranks is 30 inches (76.2 cms);
- (f) Centre and rear ranks take proper coverage.
- (g) Instructor when satisfied gives "eyes front. "

Note :

The right arm is extended only during the initial training. A trained Scouts will judge the arm length.

Numbering (Ginti Kar) :

Numbering helps the Instructor to speak to an individual in the patrols or Troop. The front rank only will number off sharply from right to left, the right calling out 'one' the Scouts 'two' and so on. Each will keep his head and eyes steady to the front. Scouts in the centre and rear ranks will take the number of the front rank whom they are covering.

Right Turn (Dahine Mur) :

Use the right heel and left toe, turn 90 to right side. Keep the weight of the body on the right foot. Keep right foot flat on the ground. Lift left leg 6 inches (15.24 cms.) from the ground and bring it to the right, and join with the right heel as in "alert position. " Gain your height while turning.

Keep the hands at the side. Brace the rear leg. The Patrols or the square will carry out the movement pause in between each at 40 movements a minutes

About Turn (peechhe Mur) :

As command Right Turn balance 180 brecing the legs maintaining the balance, the right together and bring the left foot in the right by lining foot and inches (15.24) clear of the ground.

Open and Close Order shall line/ Band Line Chat) :

It is necessary for the scouts to take “open order” for the purpose of Inspection.

Open Order March (khali Line Chal) :

Front rank takes one full pace and a short pace (45 inches) forward keeping the arms at the side while taking paces.

The rear rank takes 1.4 paces to the rear (45 inches) 115.30 cms.without moving hands, the centre rank stands fast. Keep the arms at the side while taking paces. Distance between ranks is 2 V 4 paces or 75 inches (190.5 cms.) from basic of the front rank to the toes of the next rank. Do not jump while taking paces.

Close Order March (Nikhat Line Chal) :

Do the reverse of the open order . Eyes must not glance towards the ground. Keep the arms still to the sides and the shoulders square.

Fall out / Disperse (Swasthan) :

Fall out or Disperse is given (1) to close the drill temporarily (2) to mark the break in the Parade before the start of another: (3) to leave the ranks temporarily. On the command fall out or disperse the Patrol or the squad turns right and breaks off without saluting the scouter as it is only a short break.

Dismiss (Visarjan) :

Dismiss is given (1) to close the Drill (2) to denote the end of the Parade. The Patrol or the squad in closed order turns to the right, salutes Officer is present and steps off.

Marching :

In marching length of pace from heel to heel, and the rate of pace per minute will vary. The following will apply to fairly grown up boys.

Length of pace	From heel to heel	Rate of pace per minute
Quick March	76.2 cms.	120 Paces
(Tej Chai)	(30 inches)	(100 yards)
Slow March	76.2 cms.	70 Paces
(Dheeme Chal)	(30 inches)	
(Double March)	101.60 cms	180 Paces
(Dodeke Chal)	(40 inches)	(200 yards)
Side Pace	30.48 cms.	120 Paces
(Antar Ban)	(12 inches)	
Step Short	53.24 cms.	120 Paces
(Dheeme Kadam)	(21 inches)	
Step out	83.82 cms.	120 Paces
(Kadam Badha)	(33 inches)	

The rhythm of marching should become instinctive to every Scout. Marching instils discipline. The slow march teaches balances and a good carriage.

On the command "Quick March" (Tej Chal), shoot the left foot forward to full pace of 76.2 cms. (30 inches) and at the one times the swing the shoulder as high as the Scouts in front and to the near Hands and kept closed and fingers slightly clear as out from being in front and pressed downwards. Keep elbow straight. The legs must swing forward freely and naturally from the joint and knee rightly bent on the ground, with knees straight but so as not to jerk the body are the saree as in "Alert".

Halt is given as the right foot passes the left i,e on the left foot placed on the ground Check the forward movement by placing the right foot flat on the ground and using the heel as a break, complete a short pace of 38.1 cms. (15 inches) with left foot placing it on the ground. Bend the right knee putting the arms to the side, and bring the right foot sharply to the left as in "alert position".

Double March (Dode ke Chal) :

By the caution Double March, the Troop or the Squad begins to double march speed 180 steps per minute. The arms are not to be swing. Arms to be folded and touching the chest.

Slow March (Dheeme Chal) :

By the caution Slow March there should be no swimming of arms. Bring each leg forward in one even motion untill the toes pointed downwards, and slightly outwards to allow the foot to take up angle of 30° when halted. When the heel of the forward leg is just in front of the toe of the rear leg, a slight pause is made. Then the body will glide forward the remainder of the pace.

Marking Time (Kadam Tal) :

Raise the left knee and thigh parallel with the ground lower leg perpendicular and the foot at a natural angle' Place the leg on the ground as left foot comes to the ground, raise right knee as before. Repeat alternately. Do not look down. Do not swing your arms. Keep up the rhythm.

Forward (Aage) :

Forward is given as the left foot is being raised. The right foot completes the next pace marking time. The left foot is shot forward, and arms are swung to quick march.

Turning on the March :

About Turns (Peechhe Mur) is given on the left foot. Put the right as check. Close the hands, raise the left foot 6 inches (15.24 cms.) above the ground, and close heels by pivoting on the right at 90° , then raise right foot the same way and close heels by pivoting on the left towards right at 90° . Then mark time the left foot, and continue the march with right foot leading.

Right Turn (Dahine Mur) is given as right foot passes the left (i.e. on the left foot). Then take a check pace with the right foot and place the left foot in front of the right foot as in "about turn" and shoot out the right foot to the right and proceed. **Do the opposite for the left turn.**

Step Out (Kadam Badha): On step out the moving foot will complete its pace after which lengthen. the pace by 7.62 cms.(3 inches).

On Step (peechhe Kadam) Short complete the pace with the moving foot and then shorten the pace 22.86 cms. (9 inches).

Sides PaceLeft or Right (Dahines/BayaKadam):

30.48 cms. (12 inches) between heels is used to move the squad not more than 12 paces to flank. The number of paces up to four at a time can be specified after the which squad halts automatically . Carry one foot (right or left foot) to the directions ordered to a distance 30.48 cms (12 inches) and close the other to it by bending the left Knee thus completing the pace in double time. Keep the arms at the side.

Pace forward and to the Bear :

Keep the arms at the side while taking paces 79.20 cms. (30 inches longs) Limit to paces at a time , the last pace 38.10 cms. (15 inches) only.

Wheeling (Ghoom) :

The inner Scout wheels on the circumference of a circle m. 22.86 cms, (4 feet) in diameter and changes direction through 90°. The outside Scouts steps out while the inner Scouts shortens his pace, glancing outwards from the corner of his eye. To wheels less than 90° give "forward" while wheeling. To wheel more than 90° give "right turn /left turn" a second time.

Saluting (Salami) :

Saluting is a mark of respect and good manners. It is a privilege, and not a servlie act. It is an outward expression of the spirit of discipline and respect for the Scouter. The manner of saluting indicates the standard of discipline and the state of training and moral in the unit. Saluting is an expression of mutual esteem and goodwill.

Salute to the Front (Salami De) :

(1) Keeping right arm straight and raise side ways horizontally with the palm to the front making the Scout sign;

(2) Bend elbow until the tip of the forefinger' is one inch above the right eye; (3) After the pause, cut down the arm by the shortest way, curling up the fingers on the way down.

Salute to the Right (Dahine Salami):

(1) Turn head and eyes square off to the right; (2) Do not upset the position of the right arm. wrist or hand shift the head so that the right eye can just look along the palm of the hand; (3) Look into the eyes of the Scouter whom you are saluting. Move head, eyes and hand at the same time.

Saluting to the Left (Baiye Salami) :

As for right, but push right arm further over to the left to the correct position above the right eye.

Saluting on the March :

As at the halt. Keep the left arm close to the side when saluting. Do not swing the left arm.

Saluting when approaching a Scout Officer:

Halt two paces in front of the Officer and Salute Deliver the message. Again salute before departing.

Saluting to the front while marching :

Command is given as the right foot passes the left. The Squad halts, salutes to the front, pauses, salutes to the front again, pauses, turns, pauses, and leads off in quick time. This drill teaches how to approach an officer.

Passing a Scout Officers :

When a Scouts is passing a Scout Officer, he will salute on the 3rd pace before reaching, and lower the hand on the third pace after passing him. During the Salute he will look at the Scout officers.

When Sitting :

A scout if sitting when a Scout officer approaches will stand to attention facing the Officers, and salute with the right hand. If two or more Scouts are sitting or standing about, the senior among them will call the whole party to attention and he along will Salute.

When addressing a Scouts Officers :

When a Scout addresses an Officers he will halt two paces from him and Salute. He will also salute before with drawing.

A Scout with or without a cap will, if standing come to attention as a Scouts Officer passes. If walking, he will turns his head smartly towards the Officers while passing him. Scout will salute even when he is without head dress. It is really a pity that Scouts in our country often violate this rule. We should be strict. It would make him for better smartness.

When driving a Mechanical Vehicles or a Cycle :

The rider of a bicycle or the driver of a mechanical vehicle will not salute when the vehicle is in motion, owing to the danger of taking his eyes off the road when the vehcile is stationary he will salute by turning the head smartly towards the officer passing him, but he will not remove his hands from the handle bars on the steering wheel.

Training in these movements should be given both as Patrols and as Troops. Patrols Leaders should be made to devote full attention to them.

The Scout master should find time for giving to the Troop systematic practice in these drill movement and salutes. In Camp Fire Yarn No. 19 B.P. has included Drill cautions like, "Alert", "Attention", "Easy", "At Easy", "Sit Easy", "Double", "Scout Pace", "Quick March", "Halt", "Right Tum", "Follow Your Leader", "Leader Right Turn", "Front form line" and so on. He has also dealt with Troop formations like "Form Line", "Open Column". "Patrol Right Wheel", "Halt", "Close Column", and so on.

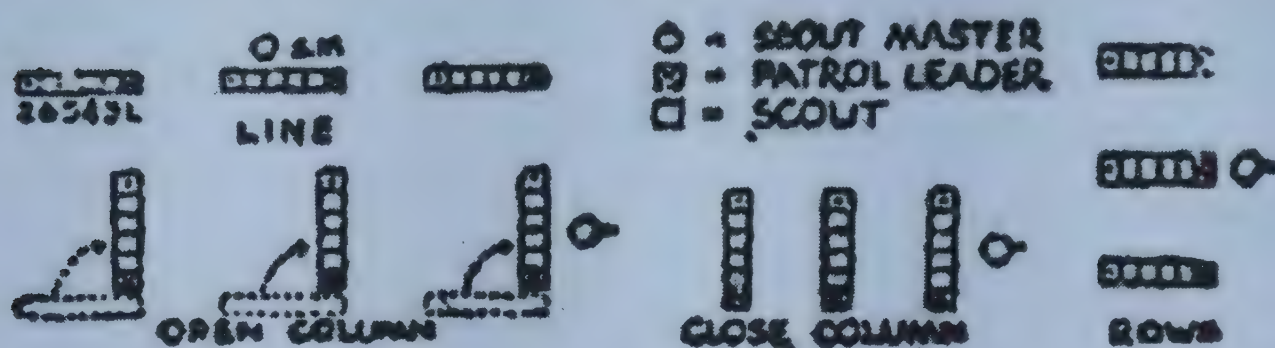
At the word "sit easy", B.P. wants the boys to squad down on the ground in any position they like. "Sit easy" is to be given when we want the boys to have a little rest provided the ground is dry.

"Scouts Pace" is the speciality of the Scouts. They move off at the quick march for twenty paces, then they double for twenty paces and so on, alternately running and walking until the word "Quick March" or "Halt" is given. The Scout pace when well

practised helps the Scout to cover long distances with ease. It is also a measure of time. One mile or 1.6 Kms.-- 12 minutes.

FORMATION BY HAND SIGNALS

With an alert Troop, the following formation can be easily made without any spoken word of command. All that is needed is for the Scout master to give a signal and every scout immediately



doubles from his place to his proper place in the Patrol, the whole formation facing the Scout master.

For instance, for "Line" he might extend both arms outwards to the sides from the shoulder palm outwards. For "Open Column" he would extend both arms outwards closed and elbow bent upwards. For "Close column" the signal might be like that for "Open column" but with the arms held forward and close together.

"Horse-Shoes Formation" is the ordinary formation for Troop parades. The Signal for this is to swing the arms to and fro with a semi-circular motion in front of the body.

For inter-Patrol games, "Rows" is used. This means that the patrols are in the Indian File behind their Patrol Leader, with the Seconds at the back, facing the Scout master, and in their usual patrol order. The usual signal is both arms stretched forward from the shoulders.

Movement by signals are always made at the run and in dead silence.

The moment the Scout master completes the signal is the moment for the scouts to start running and get to their proper place. The Scout master keeps the signal n till the whole troop has formed.

Hand signals of a different kind are employed by Patrol Leaders during wide-games and they may also be made with Patrol Flag when necessary.

Hand waved several times across the face from side to side, or flag waved horizontally from side to side opposite the face means "No", "Never Mind" or "As you were".

Hand or flag held high and waved very slowly from the side at full extent of arms means "Extend", "Go farther out" or "Scatter".

Hand or flag high and waved quickly at full extent of arms means "close it", "Rally", "come here".

Hand or flag pointing in any direction means "Go in that direction".

Clenched hand or flag jumped rapidly up and down several times mean "Run".

Hand or flag held straight over head means "Stop" or "Halt".

When a Leader is shouting an order or message to a Scout who is some way off the Scout, if he hears what is being said, should keep up his hand level with his head all the time. If he cannot hear he should stand still making no sign. The Leader will then repeat more loudly, or beckon to the Scout to come nearer.

WHISTLE SIGNALS

Signals can also be given on the whistle. These will be found useful during scout field games. Here are some.

(1) One long blast means "silence", "Alert", "Look out for next signal".

(2) A succession of long, slow, blasts means "Go out", "Get farther away" or "Advance", "Extend", "Scatter".

(3) A succession of short, sharp blasts alternately means "Alarm", "Look out", "Be ready to man your alarm posts".

(4) A succession of short, sharp blasts: means "Rally", "Close in", "Come together", "Fall in".

(5) Three short blasts followed by a long one from the Scout master is a call for the Patrol Leaders. It means "Leaders, come here".

Any signals must be immediately obeyed at the double, as fast as the Scouts can run no matter what job be may be doing at the time.

PATROL FORMATION

Scouts go about outing very often as a Patrol. Equally often they go about in pairs and sometimes singly.

When patrolling they seldom more close together. The Patrol Leader makes them space out so that they can see more of the country.

A patrol of scouts best moves in the shapes of a Kite It is Known as Kite -formation . It is a rhombus slightly elongated in front , and greatly so in the rear. It is something familier to Scouts.

For this very useful formation the Patrol Leader who is No. 1 stands in the centre with the youngest Scouts Who is No. 6 No. 2 who is nearly as reseponsible as the Patrols Leaders will occupy the front which is it sort of " spear-head", No. 3 is to the rear, No. 4 and 5 take up the left and right.

The Kite formation has several advantages. First, it is under the control of the Patrol Leader, No. 2 gets important training. He goes forward. He comes face to face with problems and sloves them then and there to the satisfaction of the Patrol Leader. He learns from what he sees of the work of No. 1 & 2 NO. 6 Who is the youngest gains by being in close touch with the most experienced Scouts in the patrol. Like a mother bird he protects him from dangers and indiscretions.

More than this the kite formation gets more grounded under close observation . It also places emphasis on team work.

The Kite formation is peculiar to the Scouts.

CHAPTER XXIV

GAMES AND PHYSICAL ACTIVITIES

Games are a great attraction for boys, and at the same time they form one of the most valuable aids in training them physically and mentally. Games are very much better than formal exercise, for in addition to exercise of the limbs and the movements of the muscles they imply, there is the added charm of the mind being absorbing interested all the time.

Games develop character, good nature, sportsmanship, spirit of unity, perseverance, discipline and unselfishness.

In his "Aids to Scouting" which B. P. wrote for the Army he says: "One of the objects of Army Scouting is to supply team games and activities which can promote the boys health, and strengthen and help to develop his character. Games have to be made attractive and competitive, and it is through to rules, discipline, self-control, keenness, fortitude, leadership and unselfish team play".

Every time the Troop comes together for the Troop meetings, the Scouts should be given the chance to play different kinds of games. They should form part of the programme. Work and play should be interspersed.

Games are of many varieties. They can be grouped under separate heads as follows:

- (1) General Games or Troop Games
- (2) Team Games
- (3) Relay Games
- (4) Sense Training Games
- (5) Test Games
- (6) Quiet Games
- (7) Patrol Games
- (8) Wide Games

Many good books are available on games, and among the best of them are B.P. "Scouts Games & Indoor Games for Scouts

“Out Door Games for Scouts. ”both by Gilcraft. The Scouter who is keen on his work will find them very helpful. But all the same he should prepare his own Games. Note Book and Keep it ready for easy reference.

He should make a collection of game, classified as above, and under each game he should provide the following particulars:-

(1)	Name of the Games :
(2)	Description :
(3)	Reference to the Games book where it is described :
(4)	Materials required
(5)	Dates on which the games was played and the reaction of the boys to it.

Self-invented games under any of these headings will make very good addition, and the Scouts will appreciate them greatly. The Scouts master should not be afraid of inventing his own games or adapting in his own way games given in the books.

It is a good plan to try games in the Court-of-Honour. That is to say try them with the Patrol Leaders, and Seconds by themselves.

General Games or Troop Games are play at the commencement of the Troop Meeting. According to their nature, one or two or even three games of this; kind my be played. Scouts get warmed up as are result and they unable to settle down to work. General games should be physically active. They will help discipline. Everyone of scouts should participate in them.

General games may be followed by Team Games. The whole Troop is divided into two teams. Team games should be used extensively. They combine physical and mental alertness. They are generally out- door games and are excellent for out door meetings and camps.

Inter-Patrol Games have great value. So also Relay Games. These are competitive. We should not over do them. It is quite wrong for patrols to become too competitive. But games of an

Inter-Patrol kind provide an easy way of revising Scout master's knowledge and skill.

SENSE TRAINING GAMES:

These are very important and useful games. Their variety is infinite. The Scout master should aim at the development of all the senses. The Scout master's Games note Book should carry a great variety of games designed for sense training. Progressive training is essential. Kim's game in the beginning may be simple, but it should become progressively more and more complex. And so also all other sense training games.

Test Games will help training and revision of Scout work. Such games should be made use of frequently so that the boys will be in proper team.

Quiet Games are very useful. It is good to play them now then. They should be played without much noise. Quiet Games can be played round the camp fire, or after meals during outdoor expeditions and at camp.

Patrol Games are games which can be played by the members of a Patrol by themselves. The Scout master should the Patrol Leader with ideas for games of this Kind.

Wide Games are games of attack and defence or of treasure hunt nature by two teams or by patrols over a wide front which has the necessary cover to enable parties to move about concealed. The venue for a wide game has to be carefully choosen. Ordinarily, it may be necessary for the Troop to go some distance before they find a suitable ground Selection should be made in the advance.

GAMES BOX :

Every Troop should keep a stock of materials ready in a big box for the games they would ordinarily be playing. Such materials would include tennis balls, bean-bags, chalk, footballs, ropes, and a great variety of odds and ends. A big box should be used for storing them. It may be called Games Box. Addition should be made from time to time.

Games involving cumbersome or elaborate equipment should be avoided. They are not likely to be useful.

Equipment in the Games Box should be in good order. The box should be kept only.

Games have no value unless they are organised and played in a disciplined manner. The rules of the game should be properly explained to the Scouts in the beginning and the boys should scrupulously observe them. Boys in their excitement tend to cheat. Such action must be dealt with firmly, and yet kindly. Very often the apparent cheating may be due to complicated instruction. Rules of the game and any instruction that is given should be given clearly, concisely and in proper sequence.

All games should be begun at the alert and also finished at the alert.

The Group Council should occasionally "discuss games proposed to be played by the Troop and make sure that there is no over lapping as between the several sections. Cubs must play cub games, and Scouts should play appropriate to them. Discussion will prevent over lapping between the Pack and the Troop.

CHAPTER XXV

TRAINING IN OBSERVATION

Training in observation is of real importance. Observation is the basic of most scouting practices, such in Knotting, Mapping, Pioneering, First Aid, Woodcraft and Estimation. These Scout craft subjects can be attempted well only if the Scouts are able to observe things carefully.

Ability to observe is a quality needed in all profession and walks of life. Doctors, artists, writers, soldiers, statesman, explores and other leaders require powers of observation in rich measure.

Scout training places great importance on observation. B.P Says : "It is a disgrace to a Scout, if when he is with other people, they see any things big or small , near or far, high or low that he has not already seen for himself. Scouts are, therefore, trained to use their God given senses properly, and develop habits of observation early in life, and by doing so add greatly to their enjoyment of life."

Boyhood is unquestionably the period when sense are most active. Scouts are given frequent and systematic opportunities to direct and exercise this natural inquisitiveness and develop and observant attitude of mind.

Training in observation adds greatly to a person's ability to be of service to the community.

Observation training can be given through games and practices which share the qualities of games. There must be good fun. There must be variety in them. The training must be progressive. And whatever activities are selected for the purpose of imparting such training should be properly chosen and should be purposeful.

KIM'S GAMES :

Kim's Game is for training in observation. The main idea is observation of details, not memorising. Twenty four articles are placed on a tray , such as two or three kinds of buttons,

different kinds of pencils, pens, cosks, nuts, pebbles knives, string, picutres of small size etc. They are kept in a tray and covered with a cloth or towel. A Patrol of scouts is allowed to observe them for just one minute, and later each scout in the patrols is asked to make out a list of the things he observed. He should, be able to describe at least sixteen of them. If he can describe more so much the better.

As Scouts pick-up experience games may he made more and more complex. and more are, more detail may be sought.

THIMBLE FINDING:

Send all the Scouts out of the room, and then take a thimble ring, coin, or a bit of paper or any small article and place it where it is perfectly visible, but in a Spot where it is not likely to be noticed. Let the Scouts come back and look for it. When a Scout see it, he should go and quietly sit down without indicating to others where it is. After a fair interval of time, he should be told to point it out to those who have not succeeded in finding it.

SHOP WINDOW:

The Umpire takes a patrol down a street past six shops and gives them half-a-minute at each shop. Then after moving them to some distance he gives each scout a pencil and a card, and tells him to write from memory. What he noticed, say in the third and fifth shops. The Scout who set out correctly most articles wins.

OLD SPOTTY FACE :

Prepare squares of card board divided into a dozen or more squares. Each scout should also take one card, and should have a period and go off a few hundred yards.

The Leader then takes a large sheet of card-board, with the same number of squares ruled on it of 3 inches sides. He has a large number of paper dises, half an inch in diameter and also pins ready. He sticks about half-a dozen of them on to his card, hold up his card for the others to see. They can then gradually approach and as they get within sight, they mark their cards,

with the same pattern of dotted about in any manner he likes. He spots. The one who does so at the farthest distance wins.

Give 5 points for every point correctly shown, deduct one point for the one nearer than the farthest Scouts and so on till you come to the nearest scout.

WHAT SORT OF MAN ?

At Troop meetings arrange for an incident to take place without warning such as this. A man rushes in knocks down the Scout master and escape. Then each patrol writes a report of what happened and gives a description of the man.

We should be clear in our mind that what we want is not memory training, but training in observation.

It is also essential that the Scouts feel a sense of achievement. It should not be the aim of the Scout master to “defeat” his Scouts by every liberation. He should start with simple and easy projects and gradually make it progressive.

He should gradually increase the scope of observation. He can make the game crisp by reducing the time of observation, by adding distraction (as for instance asking the rest of the Troop to play a noisy game) by increasing. The time lag between observing and reporting interspersing other activity, by demanding more detailed description, by making Scouts to work under difficult conditions (as for example while running along a given course, observing articles placed at intervals on route).

Other Games:

Other Games for observation may be:

(1)	Compensation of pictures which are alike and yet different.
(2)	Blind Jig-was.
(3)	Staged observation stunt such as party of labourer crossing the ground, carrying ladders, buckets and returning later in different order and carrying different objects.
(4)	Spirit Kim- Scouts being asked to spot out things placed along the hedge at intervals while they are running.

Note :- For Game: (1) We have photographs taken of two or three people, with poses exactly alike. There should be very minute difference between them say in the thing carried, in the neck-tie or in the frame of the spectacles worn.

(2) We may prepare a plank two feet by one foot with slots of different patterns cut out, and provide blocks which will fit into above slots only if they are put in a definite way. The Scouts are blind folded and the jig-saw is given to them by turns. The Scouts have to fit the blocks into the slots.

For Game : (3) The Scouter has to make arrangements with others and keep the matter absolutely secret.

For Games : (4) Scouts are taken round along the course, where at intervals we have left certain articles some what camouflaged. The Scouts are expected to observe them as they jog along, without stopping for the purpose. In the end they have to prepare a descriptive list of the articles seen.

SENSE TRAINING:

All the above games are designed for the training of the "Eye. We should have a few for the "Ear", a few for the "Nose" and a few for the "Tongue". We should also plan a few games for the sense of touch. In these cases we speak of sense training.

SOUND :

Sense training .games for the "ear" can be varied. We can begin with simple sound and get our Scouts to identify them. Sounds caused by dragging a chair on the ground, by pouring water into a big vessel, by ruffling the pages of a book and other similar sounds are easily identified. They may serve as the first stage in training . For later stages we may have a series of quick production of different kinds of sounds and finally we may try to find out what is going on inside a closed room where someone inside is doing a number of things in his own way. He may for instance be reading a book and then remembering that he had not wound his time piece get up and do it and so on. It would

be a real challenge for the Scouts to identify the various sounds produced during the action.

SMELL:

A sense training game for "Smell" could consist of about ten or fifteen bottles containing different articles with different smells. The Scouts are blind folded and the bottles are sent round. The Scouts should sniff at the bottles in the given order, recognise the articles and later on name them in the order in which the bottles came round.

Another game could be played in the garden. At a given height from ground, say 5 feet, a number of trees are rubbed with different articles having smell, one article to a tree. Scouts come into the garden later and find out the smelly trees, and say what smell they have on each of them, and in what order.

TASTE :

Sense training games for the sense of taste can be arranged with suitable articles dissolved in water, or as they are, and passing them round for Scouts to identify after tasting. The Scouts should be blind- folded during the game.

TOUCH:

Sense training game for the sense of touch will be played by allowing blind-folded scouts to identify familiar articles by feeling them. In the early stages the Scout master should pass round easily identified articles, as for instance wood plank, wooden scale, plastic scale, metal scale, teak deal wood plank and so on. And in the later stages the identifications could be extended by asking the Scouts to specify the shape of the articles also. And in this way the game could be made progressive and interesting.

Sense training should be a frequent Troop activity. At frequent intervals should the Troop be given opportunities to play sense training games and the exercises given should be graded and become more and more difficulties every time.

Observation and sense training are great fun, and the Scouts enjoy them. Besides, they lead to the development of the sense.

HOW TO MAKE PLASTER CAST :

Pot taking plaster casts we need good quality plasters of paris, a little water, and a small vessel in which to mix the water and the plaster of paris. We also require a narrow strip of cardboard to serve as a collar when we pour the plaster of paris. Over the foot print or other object.

1. Plaster casts of foot prints of Animals and Birds : We can take foot prints of domestic animals, because these are easily obtained. Watch for foot prints of dogs, or cattle or cats in the garden. Select a foot print which is clearly formed . Clear it of any twigs leaves or other extraneous materials it may have on it.

Now mix water and as much plaster of paris as you will need. The two when mixed should form into a thick paste. Fix the Card-board "Collar" around the foot-print, and then pour the paste over the foot-prints to the desired thickness. On the outer surface insert a loop of twine sufficiently big to enable the plaster cast later on to be hung on the wall. Also scribble the date and the title with a sharp pointed nail. Allow the plaster cast to dry. It will take about 10 to 15 minutes to set. When it has set it may be carefully removed along with the earth on which the foot-print was keep this for full day and a half, and then gently wash under a tap to remove the earth that may be sticking on. Now the plaster cast is ready to be exhibited from the wall exhibited from the wall.

Good clear foot-prints of birds also can be made in the same way.

If during your hikes you are so lucky as to come across foot prints of wild animals, like the cheeta or the panther, or harmless ones like the deer, you should there and then make a plaster cast and bring it home.

(1) Plaster Cast of Leaves : Obtain some soft clay or prepare a necessary quantity and secure an impression of the leaf on it. Leaves with prominent veins should be selected for this. Next

prepare a plaster cast using the mould you have prepared. Proceed in the same way as described above. Do not forget the twine loop or the date and the title.

(2) Carbon Impression : Carbon impressions of leaves are of equal value. As in the previous case select leaves with thick prominent veins. Place a good quality of fresh carbon paper under a few pages of your note book. Rub the carbon of the carbon paper over the vein shy rubbing over the sheets of your note book. After a few minutes of rubbing remove the leaf, place it on fresh paper with the veins side in contact with the paper, place some sheets over the leaf and rub as before. You should keep the leaf on one and the same spot and not allow it to move. You will get a good impression of the leaf.

CHAPTER XXVI

CAMPING

Camping is life in the open. It is plan living and high thinking. It is a characteristic activity of Scouts and Guides. Camping builds up healthy habits of life, and encourage formation of character. There is hardly any other aspect of Scouts life which is so attractive. Camping is something which Scouts eagerly look forward to. It is also the Scouter's great opportunity. It enables him to study his boys and to help them individually to develop their character and improve themselves.

Every Troop should camp out for a week or so once every year. That will be their big Annual Camp, held for the friendship and fellowship of it. The Annual Camp is something which Scouts should learn to look forward to months in advance should they be made to think of it, and months in advance should the Scouts master, begin his preparation for it.

The Annual Camp may be ordinarily last for six or seven days or more. That will be a sort of fitting finale to the Troop's activities of the year. The Annual Camp is a lovely experience for the Scout. But in addition to it the Troop should have a few weekend camps every year. Weekend camp in the case of school troops can begin on Friday evenings and go on till Sunday evening or so according to convenience. If the Scouts return from Camp on Saturday night it secures only one night out. If they return on Sunday it would be two nights out. In camping it is "night out" that counts. Every night spent in camp is so much really valuable experience.

Weekend camps are for training in camping. And they provide enjoyment also. Such camps should be held in sites not too far from the homes of the boys or from the School. Camp sites suitable for such camps should be selected early in the year, and the Court-of-Honour should arrange to make use of them as and when possible. Ordinarily there should be one or two; weekend camps every quarter, or some six or seven during the year apart from the Annual Camp.

If the campsite is not far from the Troop Headquarters much journey time will be saved. More time will then be available for actual camping and this is a matter of real importance.

Some of the weekend camps may be run as Patrol Camps. Indeed as many of them as possible should be run that way. All the different Patrols should gain that experience. And they should get it frequently. All the Patrols may go out camping simultaneously, in different camp sites, or they may camp in the same camp site by turns.

Such Patrol camps run by Patrol Leaders by themselves give very good training in leadership and sense of responsibility. It is not the Patrol Leader or the Second alone that gets such training, every single member of the Patrol moves forward, every time in acquiring leadership qualities and developing a sense of responsibility.

Such weekend camps may also be conducted by each patrol for any special badge work which they may have in view.

The optimum number of camps for a Troop is one long Annual Camp at the end of the year for the whole troop, and one or two short camps per quarter. In addition to this the Patrol Leader should organise one or two Patrol Camps every quarter with the authority of the court-of-Honour Proficiency Badges training Camps should also be held as and when necessary.

Annual Camps :

The best time of the year for the Annual Camp is the summer vacation. A suitable site should be selected was in advance and it should be reserved in due time. After reservation of the camp site the Troop may announce the venue.

Choice of a Site :

A good camp site would have certain advantages.

1. In the first place it should abound in beautiful natural scenery. The camp site itself should be a beautiful spot, and in its neighbourhood there should be other beautiful spots to which Scouts can go on short expeditions and rambles

during their stay in camp. But common visiting places, or places where Melas are held should be avoided. Avoid also hill tops where the carrying of heavy camping kit will be difficult.

2. The site should, if possible, be near a river or lake. Running water near or in a camp site will increase its value a hundred-fold.
3. The actual site must have good drainage as whole and within the spot selected there should be enough of raised ground where the patrol tents and the Scouters can be erected. Low lying ground should be avoided for erection of tents as there is the danger of their being over-flooded in case of rain. The site must be suitable even for the worst weather conditions.
4. The site should be easily accessible to buses and carts. As Scouts have to be taken to camp by rail or by buses the camp site should have good approach roads leading to it.
5. There should be good water supply for cooking and drinking and for bathing as also good supply of firewood for cooking and camp fire.
6. The site should be within easy reach of the market or the bazar, from where the necessary supplies may be obtained.
7. Fresh vegetables and fresh milk should readily be available at the camp site or close to it.
8. The site should be near enough to a town where there is a hospital, or where there is at least a Doctor whose services would be avaiused building or other shelter where the campers may take refuge in case of bad weather it is a distinct advantages.
9. Necessary extent of open ground into good cover should be available in or near the camp site for games and wide games.
10. In addition to these essential points, if close to the site there is an unused building or other shelter where the campers may take refuge in case of bad weather, it is a distinct advantage.

Publicity :

The value of the Annual Camp, and indeed of any camp, will largely depend on the advance publicity it receives. The success of the proposed camp is to be estimated by the degree of expectancy it raises in the minds of the members of the Troop. The place and its potentialities, the nature of the activities the Troop is likely to be engaged in the kind of life the campers are likely to lead, should all become a matter of detailed speculation, and the Troop Notice board should provide information accurate and yet thrilling.

Attractive photographs illustrative of the beauty spots scattered around the camp site chosen, and possibilities of out-door expeditions to them will catch the imagination of the average Scout, and make him think of the Annual Camp wistfully well in advance. Notice put up should be well illustrated with topical sketches and cartoon, explaining as clearly as possible the general trend of life and activities in the camp its recreations and its delight. The normal daily routine should be indicated in the advance notice and the nature of the troop activities from day to day should also be announced.

The Notice put up should give the prescribed Camp Fee that each Scout has to pay, and the date before which it is to be paid.

A Second and final notice should be put up about a week or ten days before camp. This should give full details about the camp. The date and time of departure for the camp, the place where the Scouts should meet prior to departure, the articles they should bring with them, the proposed programme of activities the daily routine to be followed, the date and time when parents who desire may visit and also the nature of transport available. This notice should furnish the postal address for the camp, Parents should be asked to give prior information if they propose to visit the camp.

Parents should also be requested to give the consent in writing if they wish their son or word to be taken to the camp.

Parents should also be notified about the date probable time the boys would return from camp articles of food will have to be

arranged. Advance arrangements for fresh vegetables and fresh milk will also have to be made helpers.

In addition to the Assistant Scout master, the Troop should also have the help of one or two Rovers. They will have to be got into touch with as early as possible. They could help in several ways as for example in working out some of the special activities in regard to games and so on.

Programme of Activities :

This job has to be tackled by the Scout master, but the Court-of-Honour will have to be consulted also. A satisfying programme can be drawn up only in this manner. Visits and excursions to places to interest should be carefully planned and included.

Visitor's Day :

It is highly described that the parents and the members of the Group Committee should be given an opportunity to pay a visit to the camp. They should all come together if possible by a common transport, go round the camp all together, watch the games and displays, partake of refreshments, join the Camp fire entertainment and have dinner along with the entire Troop and go back together. If this could be arranged it will be a great thing.

GOING TO CAMP :

On the appointed day, an hour or two before the time fixed for departure to the camp, the Scouts will assemble in the Troop Club Room, or in the School premises, with all the prescribed kit. Patrol Leader will conduct a preliminary 'Inspection' and find out if their Scouts have brought with them all the things they were to bring to the Scouts master may conduct the 'Inspection' and make sure that the boys have all the prescribed articles.

The Scout master and the others will simiarliy check up on provisions and camping equipment, and on training equipment considered necessary. And after being convinced that everything is all right they will start on their journey camp.

ARRIVAL AT CAMP :

As soon as the Troop arrives at camp, they should concentrate on two things.

1. The camp kitchen.
2. The camp latrine and the pits.

These two should proceed side by side. They should be given top priority.

Every Patrol should build its own patrol kitchen and also construct its own latrine, in the patrol-site allotted to it and work on the kitchen and the latrine should be started at once.

Side by side with these, the erection of a temporary shelter for keeping the provisions etc., should also be taken up.

Everything should be done on the basis of possible rain.

CAMP LAY OUT:

Scout camps are laid out in a wide semi circle. Patrol tents are erected in exclusive Patrol areas, and the patrols provide themselves with all necessary amenities in the area allotted to them. In each Patrol area the patrol-kitchen will be constructed some distance away from the living tent while the patrol- latrine will be erected some long distance away.

Living tents should have certain gadgets as essential for tent life and the Patrol kitchen also should have several gadgets pertaining to it.

Latrine are made in a special pattern, and they are provided with proper screen for privacy.

The Scout master's tent and the tent in which the camp provisions and camping and training, equipment are to be kept will be erected in a separate area, and will be grouped together.

All patrols tents should face the Scouts master tent. The Assistant Scouts master and the helpers will share a tent along with the Scouts master or if possible they will be given a separate tent or tents.

Just a few yards in front of the Scouts master tent the camp Flag staff will be erected. Some distance from it, on the right side under the shade of a tree will be the camp Notice Board readily accessible to all.

Cooking in camp will be by patrols each Patrol doing its own cooking, and inviting the Scout master and others one at a time as guests. Or alternatively cooking may be done in a central Kitchen for the whole troop, by one patrol at a time and by turns and all will dine together. Which ever may be the plan adopted, rations for each meal will have to be issued at the correct time, and the service of an experienced Quarter master will be needed. The Quarter master will have to keep a close watch on rice and the other provisions, and order replenishments as and when needed. He will work on a previously drawn up plan and aim at providing a proper balanced diet to the campers.

LIVING TOGETHER :

Camp is an occasion for the members of the Troop to live together in the open. Orderly living, following a well-planned routine and providing for quite a lot of useful and interesting activities is what makes camping attractive and useful. Friendship and fellowship is the key note. The Scouts spend the whole day in useful activities, and at the end of the day, when they have had their dinner, there is the climax of the Camp Fire Entertainment at night just before retiring to bed.

The tone of the camp is set by the Scout Law and by the spirit of the Scout Promise, which the Scouts have made and are striving hard to follow. Camp prayers which are of simple type come in the morning and at night, and during meal time, and those enable the Scouts to remember God and to try to live in his divine presence all through the day.

That is what a Scouts Camp is. Each letter of the word camp proclaims what a Scouts Camp ought to be :

C	Stands	for	Cleanliness
A	Stands	for	Activities
M	Stands	for	Manliness and
P	Stands	for	Pleasantness

DAILY ROUTINE :

Troops should draw up their own daily routine for Annual Camp. This is matter for the C.O.H. This should be decided upon long before leaving for Camp. On arrivals at camp it should be put up on the Notice Board along with the Camp Rules, other notices and announcements.

Here is a specimen Daily Routine.

5:30 hrs.	Rouse Ablutions BP's "Six Exercises"
6:30 hrs.	Air Bed Tidy up
7:30 hrs.	Breakfast
8:30 hrs.	Inspection Assemble Prayer Flag
9:30 to 10:30 hrs.	Scoutings Activties
11:00 hrs.	Cooking begins
11:30 to 12:30 hrs.	Swimming and bathing
13:00 hrs.	Lunch
14:00 to 14:30 hrs.	Noonday rest (Compulsory)
14:30 to 16:30 hrs.	Scouting Activities
16:45 to 17:15 hrs.	Tea
17:15 till dusk	Outdoors Games
18:00 hrs.	Cooking
20:00 hrs.	Dinner
20:30 hrs.	Camp Fire
21:30 hrs.	Turn in
22:00 hrs.	Lights out.

Troops may regard this as just a specimen, and draw up their own daily Routine to suit their particular camps. It is important however that good work and play should both be offered and that sufficient rest be provided at noon time.

Camp Rules :

A few rules suitable for each camp will have to be drawn up on the Camp Notice Board. Here is a specimen :-----

1. The Scouts Law is the Law of this Camp.
2. The Camp limits are..... No Scout will go out of this area without permission.
3. Scout Uniform is to be worn at all gatherings during the forenoon, and when going out on excursions, outing and expeditions. Suitable clothing will be worn at other times.
4. Bathing is done at a specified time and with the bathing picket on duty.
5. Visitors will be received by the Scout master. They should first be taken to him. They may afterwards be taken round the camp with the Scout master's permission.
6. All cases of accident, illness or injury however slight, should be reported to the Patrol Leader then and there, and also to the Scout master.

The Patrol Leader will report to the Scout master.

7. Patrols are on duty from day break to day break (or from mid-day). Duty goes by rotation from patrol to patrol in the following order (Here specify the order).

Duties of the Duty Patrol :

- (1) Giving Rouse Call and other calls at due time.
- (2) Keeping the Flag ready at masthead for the morning assembly and flag salute, and for ceremoniously lowering it at sunset.
- (3) Collecting items for the evening Camp-Fire programme and for conducting the entertainment lowering it at sunset.
- (4) Clearing the Camp letter box at the proper time and despatching the letters to the post office, also for bringing in

the mail from the post office and delivering the letters to the campers.

(5) Keeping the Common areas clean and tidy.

(6) Taking care of all camp materials and training equipment and keeping them safe and in proper time.

Bathing :

Bathing is one of the joys of camping , and it one of its important activities. It is a joy because it is such fun, it is an important activities because it helps Scouts to keep clean and healthy. If the camp area has a good pool of water where the Scouts can swim, they should make good use of it, and learn swimming which is a very useful attainment. Ability to swim will prove very helpful to Scouts in life saving.

“If one bathes within an hour and a half after taking food, that is before the food is digested, one is very likely to get cramp. And cramp doubles one up in extreme pain so that one cannot move one arms and legs and down one has to go. It may end in drowning.” So say B.P.

The rules insist on a bathing picket being on duty when bathing goes on a Troop Camp. A bathing picket consists of two good swimmers who do not bathe, but are ready in swim-suit and quite prepared to go to the help of any bather if he should be in difficulties. The bathing picket does not bathe until others have left the water.

A life line should also be kept ready for use at the time bathing is going on and Scouts should be given training how to throw the life-line to a bather in distress.

Bathing should only be permitted in safe place and under strict supervision.

Six Exercises :

In Camp Fire Yarn No. 17, Baden- powell describes “Six Exercise” which he has found quite good for boys and which has personally practised to the end of his days. Thousands and

thousand of boys are being benefitted by these exercise. They are very simple ones, need no appartus of any Kind, and have proved themselves of real value.

Exercise No. 1 is for head and neek, No. 2 is for the Chest, No.3 is for the Stomach. No. 4 is for trunk No. 5 is for the lower body and back of Legs. No 6 is the Legs, feet and the toes. The manner of performing them is fully described in the Camp Fire Yarn. Scouts should follow the instructions and carry out these six exercises every day in the camp and also at home.

Making Camp:

In Scout camp, the tents are not pitched in lines and streets as they do in military camps, but they are clotted about in Patrol-units, fifty or a hundred yard apart, in a big semi-circle facing the Scout master's tent. Such a disposition of tents encourages initiative among the members of the Patrol, and secures self-reliance and develop resourcefulness.

Patrol Tents :

All Patrol Tents should face the Scout master's tent so that from there he is able to see and observe. Whatever is going on in them and in the Patrol areas.

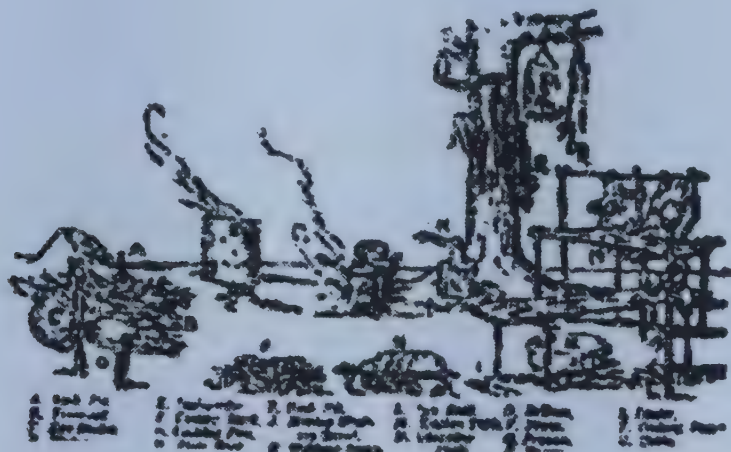
Tents to be used in bad weather should be provided with trenches all around as to drain away the rain water, if the trench; out 22.86 cms. (9 inches) deep with sides 22.86 cms. (9 inches) apart and quite vertical they are protection against snakes also.

A hole about the size of a tea cup alongside the foot of a tent pole should be dug and kept ready. In case of rain and shrinkage of the tent ropes and the tent materials its bad effect can be kept to a minimum by shifting the feet of the tent pole from where it is to the inside of the "tea-cup". This has the effect of slackening up all tent guys any allowing for their shrinkage in the rain.

Kitchen :

This Kitchen is to be erected some ten yards or so to the

leeward of the patrol living tent., that is to say down wind of it. If this is done, smoke and sparks from the Kitchen fire will not blow into the tent.



Cooking Fire :

A Fire place may be made with two lines of bricks, or stones, or even two big green legs. They should be side by side about 8 inches apart at one end and about 4 inches apart on the others. If the top surface is level, pots of different Kinds can be placed on it. The wide end will be windward. Fire has to be lighted at this end. The flames and the heat will go along the gap in the middle and will heat all the pots.



Scouts will find it convenient if the cooking fire is a little raised from the ground. Such a fire is called it Fire. It is a fire place built over a fire proof table. The height should suit the average boy in the patrol.

Camp Beds :

There are several ways of making a camp bed but what ever the method adopted a scout should always use water proof sheet over the ground between his body and the earth. One good method is to cut grass and lay it down thickly just where one is

to lie down.

Another method is to use straw instead of grass.

Straw Mattress :



To make a matterss, the Scouts should set up a camp loom and weave a mattress out of straw for grass, 6 feet or more long and about 2 feet 9 inches wide. With this loom Scouts can make straw mats also with which to form tents, or tent walls, or shelters.

Pillow :

A Pillow is a useful things for comfort in camp. One needs only a strong pillow case about 2 ft. by 1 ft. It will serve as a clothes bag by day, and a pillow by night. if the clothes are neatly into it.

Camp Candle Sticks :



A bit of wire made into a small spiral will be useful as a camp candle stick. Alternatively the candle can be stuck upright in a lamp of clay, or in a hole bored in a big sized potato.

Building Fire :

Before lighting a fire we should prepare the ground in a suitable manner. All dry leaves etc, should be removed and the ground swept clean before fire is lighted. If the ground is covered with good grass, we should first remove the grass along with the soil to a depth of 3 inches or so. That turf should be removed with

care, stored in the shade and kept watched for the duration of the camp. Afterwards we should replace the grass and make the ground look like what it was before.

Dry Firewood :

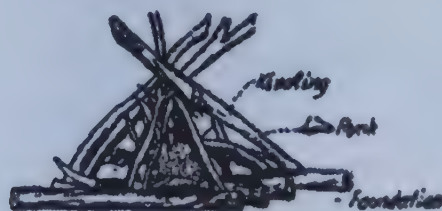
Having prepared the ground for laying and lighting fire, the next thing we have to do is to collect firewood. Dead sticks which have fallen from the tree and found lying on the ground will be full of moisture, and will not burn readily. Once fire has caught on, they may be useful. But for real starting of the fire, it is necessary to collect deal wood from off the tree. Thin twigs in large unities will be needed. Thickers sticks will also be needed. We want them only later on, to feed the fire which has started already.

The dry sticks that we have collected should now be laid in a proper way. Correct fire laying would lead to easy fire-lighting. Laying and lighting a fire is a good test of one's outdoor abilities.

Laying A Fire :

The exposed ground is always moist. The ground that we have prepared is likely to be more so. We should proceed in the following order :-----

1. First we should prepare a platform for the fire to be built on. This is done by laying on ground a few sticks each other about 9 inches long. They are laid parallel to each other and side by side, so that our platform is a small square.



How to Build a fire

2. The next thing is to pour Kindling into the centre of this platform. Kindling means readily combustible material. Small thin shavings or dry sticks are good Kindling. Coconut fibre torn into shreds and rolled into a nice ball is good Kindling.

3. Next we erect a tripod about 8 or 9 inches high over this platform. This is done with the help of three well-selected forked sticks each 9 inches long, locked together at the forked end. The erection of the tripod should be so planned that one of the sides faces the wind.
4. Next leaving out the side which faces the wind, we cover the other two sides of the tripod with a thick layer of dry twigs.
5. Next we fill up the interior of the pyramid with more Kindling. And now we are ready for lighting the fire.

Lighting the Fire :

Scouts should be able to light a fire with one match stick. During test they may be allowed the use of one more.,they should be able to light the fire, with not more than 2 match sticks.

How a Scouts strikes the match is important, and what he does immediately after the head catches fire, is equally important . The striking must be firm, he should protect the flames with his cupped hands. He should keep the match stick pointing downwards for a moment or two and when the flame has caught on the match stick and there is no match stick and there is no danger of its going out, he should carefully apply it to the Kindling inside the pyramid.

Camp Kitchen :

A Scout camp is known by its well established kitchen. A proper camp kitchen will have certain specific features.

It will have :

1. A proper cooking fire preferably of the alter type so that the scout can remain standing while doing the cooking.
2. A special table for the cook's use :
3. A washing place where the cooking utensils may be conveniently washed ;
4. A sloping rack which can be used for draining the vessels after they have been washed;

5. A rack where the cooking vessels can be kept arranged in an orderly form as they are needed by the cook;
6. A rack for the plates used for meals;
7. A rack for mugs or tumblers ;
8. A camp larder hanging from a tree in which milk, ghee, etc, may be kept safe ;
9. A wet pit and a dry pit of the approved pattern.
10. A dining table big enough for all the Patrols to dine together.
11. A sufficient supply of water kept stored in a hygienic manner.
12. A proper firewood shed with a good supply of graded firewood ready-stored and a chopping area with a chopping block.

The Kitchen area should be nicely railed off. It should be the rule that no one other than the cook or his assistant will enter the kitchen. The Patrol will assemble only when the call for dinner is given. An illustration of the Firewood store is also given and also Mug tree, Camp Larder, Dry pit and Wet pit.

Camp Sanitation :

In the interest of good health and comfort, it is very necessary to see that the sanitary arrangements provided in a Scout camp are perfect.

Latrines must be provided at the rate of one for each Patrols, and there should be two more for the use of the staff. Laterines for the Patrols should be in their own Patrols-area, but where this not possible, all laterine may be provided in an exclusive area set apart for the purpose. In this case the enclosures should be separated from each other by about 5 metres as a minimum.

Each latrine enclosure should be self-contained. It should have (1) a latrine trench (2) a urinal Pit, (3) a heap of loose earth, and (4) a trowel or other gadget for handling the earth.

The latrine trench should be one metre in length 25 centimetres in width and 40 centimetres in depth. The excavation should be done neatly. The sides of the trench should be quite vertical and perfectly smooth. Any roots etc. that might be noticed should be cut off clean, with a Knife. Boys squad across the trench when making use of it. Special seats are not necessary ordinarily, but where they are considered essential they may be provided. Ideal for seats are available in most books camping.

The Camp-latrine should be used with care. After use, the refuse matter should be carefully with loose earth, so as to prevent flies coming and sitting on it. A liberal supply of the earth should be used every time, and the one who uses the trench should see to it that there is no uncovered patches on which flies may come and sit. Secondly, the trench should be kept as dry or as nearly dry as possible.

The urinal pit may be about 30 centimetres in diameter, and about 30 centimetre in depth. It should be two-third filled with pebbles or gravels before putting is to use.

Themes For Camps :

Annual Camps come once a year, but the particular theme for each camp may be different every time. While all camps should aim at high-lighting the characteristic of good camping, particulars camps may have particular object in view. One camp may have exploring as its special objective, another may have boating, a third may concentrate attention on pioneering, or wood-craft, or tacking or an combination of these subjects. The choice of the theme should be made by the C. H. O. some months in advance, and Troop activities, and Troop meetings, should be designed and conducted keeping the selected theme in view. The basic work appropriate to them should receive the fullest attention lining the weeks immediately preceding the camp

Weekend Camps :

Weekend camps are governed also by the same principles as annual camps. The only difference will be one of duration and

purpose. For weekend camps to be of real value, journey time involved should be as short as possible. The lay out would be the same as in annual camps; it will be in a big semi-circle, and all of them will face the Scout master's tent. Kitchens and the camp latrines will also occupy similar positions.

The object behind the weekend camps will for the most part be training in camping. It also may have the object of giving to the Scouts a real taste for open air life. It may be to train them for the annual camp. It may be for training in some of the test subject and scout skills. But in all cases the underlaying object will be to enable the Scouts to experience the adventures is known to be, and to enjoy the happiness of it.

CHAPTER XXVII

HIKING

Hiking is going out in the open alone in the company of one or two other Scouts with the object of enjoying the beauties of nature or making a study of the land through which one travels, observing people and their ways of life. Hike provides opportunities for observing birds and animals which one comes across on the way, also for observing trees and plants belonging to the locality one passes through, one can also observe and make a study of people and their ways of life. Hiking is going to about as a Scouts should do, with eyes and ears open.

Hiking put to the test all the Scouting skill one possesses. It is *Scouting per excellence*.

One should be fairly capable Scouts if one it is to be successful in one's hiking. One should be able to look after oneself, one should be able to read a map, and make use of it in an intelligent way and one should be able to select a route which will provide one the best kind of experience. A good hiker should be quite good at his scouting. He should make use of the Skills of the Pratham Sopan or the Dwitiya Sopan. Training in hiking that he has specially received and also all the Scouts Knowledge and skill gained by him as a Dwitiya Sopan Scout.

A good hiker will be able to lay and light his fire and do his cooking without the least difficulty or worry. He will know how to erect his bivouac or put up his tent. He will know how to get on with a minimum of luggage, and yet feel quite comfortable and happy. And all he has to carry, including his hike tent, he will put into his ruck-sack and carry, it back on his back slung his shoulders. The Scout Staff, the Map and the compass as well as his versatile hand axe are his trusted companions and he will rely on them with perfect confidence and with special success. They never will let him down.

The more one hikes the more does one acquire a taste for it and the greater becomes one's mastery of its technique. A good scout keeps up his taste for scouting through frequent pursuit of hiking.

Hiking should always be undertaken with a definite purpose in view. It may be done for making a local study, or it may be for the study of a certain village, it may be for the study of nature, but the hiker should make up his mind in advance as to what it is going to be very time, and stick to it when he performs his hike. He should carry out his object as he performs his hike. He should carry out his object as perfectly as possible.

On the hike one is not bound down to any route in particular. One is at liberty to choose one's route at every Stage. One could strike a new path at anytime, but one should stick to one's purpose.

It is very important that the hiker should maintain a written records of his strikes. He should keep a note book exclusively for it, and maintain as complete record of his hike as possible. A well kept hike Records Book will become of greater and greater value as time goes on.

Visits to place of historical importance, visits to old forts and ruins, to monuments and palaces of archaeological interest will be highly rewarding.

The best time to commence a Hike is early morning. Your ruck-sack should be got ready over-night and you can start with a fairly good breakfast. Alternatively one may start in the early afternoon (say 2.30 or 3-00 p.m or so) and hike out for a good spot where one can cook one's food and stay for the night.

If you can get into the country side by drawn, you will be able to see birds going out in quest of food and you will be able to observe them and make a good study of them.

With the ruck-sack on your back and the staff suspended on your shoulder, you will be having your hands free for consulting your map and your compass. When a careful study of the map is called for, you can remove the ruck-sack from off your back and place it on a big stone on the way side while you take measurement or make a close study of any river or bridge, way side man tap or other structure, or anything strikingly, interesting. Your staff marked in metre, decimetres and centimetres will help you to measure heights and distances.

Even when you are the move with your ruck-sack on the back, you should kept in close touch with your map and compass, and decide on your exact route from time to time. A good hiker will not care to follow to beaten track or pursue the road all the time. Now and then, he will make short cuts which will enable him to see more of the land, and more of nature's beauty.

A good hiker is also quite good at sketches. He will make thumb-nail sketches of interesting things he sees. In "Scouting for Boys", in Camp fire Yarn No. 5 World Brotherhood Edition has excellent example of thumb-nail sketches which hikers should draw in their note-book. He will also make sketches of important road junctions and river crossings and make use of the conventional signs of Map Making side by side with proper "Eye Sketches".

A Hiker should make drawings of birds and animal notice during the hike and anything he may find interesting about them.

Another kind of sketch,when he will find useful is Panoramic sketch, which deals with the lay of land as you stand looking in a given direction. Here and there , he may feel the need for a Panorama in a given directions. Here and there , he may feel the need for a Panoramic Sketch and when he does so, he should draw a neat one making use of a special gadget which enables to correctly fix the position of each land mark on the paper or note-book.

During hiking we are not in .a hurry to get through as quickly as possible ; on the other hand we want to do it leisurely, but with a certain degree of thoroughness. And all facts we puts down in our reports and all drawings and sketches we make in it should enable another Scouts easily to find the route we adopted and check the experience one had during the hike.

Normally a hiker should in the beginning with a plan of covering only 8 or 10 kilometres in a day. This will be about 5 miles. According to the age and experience the distance may be increased gradually.

As one hikes along new ground, one should be one of the look out for suitable places where one can prepare food and rest for some little time. If it is decided to spend the night on the hike, the spots elected be suitable for camping for the night.

Cooking in wood fire in the night is a very fine experience. And if you have companion it will be an interesting experience. You keep on chatting conversing with other while you are attending to your chores. And the task of doing your cooking ceases to be exacting while the cooking is going on you will be able to review the work done during the day, and you will be discussing your experience of the day., and also deciding upon your plans for the next day. And your companion and yourself will be getting nearer each others heart and experiencing real comradeship.

The place where hiker does his cooking should be kept tidy and neat and clean. He will not put off the cleaning to the end, but will develop a technique by which the place is tidy and clean at all stages of the cooking, and later on when the food is consumed.

While cooking goes on, it is time to prepare your bed for the night. In good weather, open air is all right, but some kind of a canopy just over the head and face will be very good. A hiker should be able to build a small sized canopy. A proper ground sheet to keep off the damp from the ground is also essential. "Scouting for Boys" gives useful suggestions how a small hole to accommodate your pelvis bone can make you comfortable even on hard ground. When some kind of a Mantap is available it is a wise plan to sleep near it-so that in case of bad weather overtaking you, you can run to it and find the shelter.

Sleeping in the open, yourself and your companion can discuss stars, and make a close observation of constellations which are visible. The stars will also enable you to find compass directions.

During the hike no Scouts will any opportunity to do Good Turns. If you are camping near or passing a river with only

fording facilities you can help loaded carts to get across. You will be able to do your good turn in places people are working. If you are passing any temple where people gather for worship there will be opportunity to do good turn. So also in place where cartmen are making shelter for the night.

In the morning the hiker should go over the whole where he was camping and see that extraneous matter introduced by him are removed, and the place cleared properly according to Scout standard. The hike should liable, the Scouts to put his Scout Craft experience to the best as and when occasion arises.

Hiking Test:

The Tritiya Sopan test on hiking is carried out for the purpose of determining whether the Scout who undergoes it can look after him self in great out doors. Before taking the test, the Scout should secure necessary (Wining bit by bit. All Scout craft has a direct bearing on this test).

The test is given by the S.M .or other Examiner **who** sets a course covering not more than 10 kilometres on foot or a cycle hike for 30 kilometres. The Scout can journey with another Scouts. He should cover the distance either on foot, or by cycle with another Scout. Everything he would need during the journey should be carried by him in a ruck-sack.

He must write a report of the journey with special attention to any points to which he may have been directed by the examiner. The report must be submitted according to the instructions of the examiner not later than 10 days after the journey. A route map of the journey is not required.

For Rajya Puruskar, it is overnight cycle hike for 30 Kilometre. He can make the journey with group of Scouts. The report is to be submitted to the Scout master within 10 days.

The journey should occupy 24 hours as it is overnight hike. Camping kit for the night and provisions for the journey must be carried and used. No cooked food should be carried at the commencement of the journey. Whenever possible the camp-site

should be of Scouts's own choice, and not where other Scouts are camping.

The examiner may indicate the route and suggest appropriate area, but not the actual position where he will make his camp.

CHAPTER XXVIII

FIRST AID

Elementary First Aid is prescribed for the Pratham Sopan Scout. He should be able to deal with cuts and scratches, sprains, burns and scalds, bleeding from the nose, stings and bites, and sunstrokes and heat stroke avoidance and treatment. He should be able to clean a wound and apply clean dressing. He should have a knowledge of the use of the triangular bandage as a large sling and as a small sling. He should be able to use it as a knee bandage, head bandage, hand bandage and as foot bandages. He should know the treatment for shock (not electric). He should be able to deal with grit in the eye. He should be able to summon adult help in emergencies. He should also know the general rules of the health.

First Aid is the immediate and temporary treatment, help or relief given to the victim of an accident sudden illness, pending the arrival of a doctor. First Aid saves life, prevents the conditions from becoming worse, and assists in speedy recovery. There responsibility of the First Aider ceases with the arrival of the doctor who will give medical aid.

The first-aider must have good observation so that he can quickly note or guess the cause of the injury. He should be resourceful enough to improvise first-aid material. He should have sympathy for the patients, and he should have patience in dealing with the injured. He should have dexterity or skill in handling an injured person, thereby giving maximum comfort under the situation. He should have common sense, confidence and elementary Knowledge.

The most important thing is to keep cool, to look to think and act.

The First-aider must be able to stop bleeding to prevent collapse, or shock, and worsening of the patient's conditions, to immobilise bones, to lessen pain, to prevent further contamination of the wound, to attend to difficulty in breathing and in cases of snake bite to prevent absorption of the venom.

Golden Rules of First-Aid :

1. Do first thing first, quickly and without fuss;
2. Give artificial respiration if breathing has stopped.
3. Stop any bleeding;
4. Guard against, or treat for, shock;
5. Do not attempt too much;
6. Reassure the patient and those around and so help to lessen anxiety.
7. Do not allow people to crowd, as fresh air is essential.
8. Do not remove clothes unnecessarily.
9. Arrange for the removal of the patient to the care of a doctor or a hospital as soon as possible.

Cuts and Scratches :

The first-aider should work with clean hands. He should first clean his hands with dettol or other antiseptic. Then he should disinfect the wound with dettol, iodine or other antiseptic. Next he should apply sterile with a pad and bandages.

Sprain:

A sprain is the tearing of the tissue round a joint. The symptoms are (1) Pain at the joint. (2) Inability to use the joint without increasing the pain and (3) Swelling. The first-aider should keep the limb in the most comfortable position, preferably raised, to prevent movement. He should then expose the joint and then apply a firm bandage. He should wet the bandage with cold water, and keep it wet. After some time this may cease to give relief. He should then remove the bandages and re-apply it.

If a sprain of the ankle occurs out-of-doors the boot or shoe should not be removed. A figure of 8 bandage should be applied over the boot so as to give additional support. The bandage may be wetted to tighten it.

Burns and Scalds :

Burns are caused by dry heat such as that resulting from hot iron, electricity, friction from a rope, and corrosive chemicals. Scalds are caused by moist heat, boiling water, steam, boiling oil etc.

Burns may be of varying degree. The skin may only be reddened, or there may be blisters, or the tissue of the body may be charred and destroyed.

In the case of burns and scalds of a serious nature we should treat for shock promptly. The patient should be covered with a blanket. Hot, sweet tea may be given.

Blisters should not be broken. Cover the area with dry sterile dressing. A piece of cloth straight from the wash would do as well. The first-aider's hand should be clean. He should avoid touching the wound.

Bandaging should be firm. If blisters are present bandaging should be done lightly.

The affected part should be immobilised.

Bleeding From the Nose :

Place the patients in a sitting position. He should be seated in a current of air. His head should be slightly thrown back. His arms should be raised over the head. Laying him on his back will prove dangerous, as the blood would enter the throat.

All tight clothing around the patient's neck and chest should be loosened.

Patients should be instructed to keep his mouth open, and to avoid breathing through the nose. Cold water should be applied over his nose and also to the spine at the level of the collar.

The patients should be warned not to blow his nose. If the bleeding persists the first-aider may try digital pressure on the side of the nose.

Stings and Bites :

The sting of a bee if present should be removed with the point of a needle which has been previously sterilised by passing through a flame.

The affected part should be washed with a solution of sodium-bi-carbonate. For wash sting vinegar may be used.

Bites from poisonous spiders or other poisonous insects should be treated in the same way as snake bites.

Snake Bites :

The first thing is to send urgently for a doctors. The next thing is to repidly identify the snake. If the snake is poisonous treatment must be both prompt and vigourous to prevent the spread of the venom, and to neutralise the poison if possible.

If the snake-bite is on a limb, apply a tourniquet and arrest the circulation in the veins and arteries by a constriction on the heart-side of the wound .

The wound would be washed with solution of pottassium permanganate in order to remover any venom split externally on the skin.

With a sharp knife or a razor blade cut deeply through he fang marks and promote bleeding. The cuts should be of an inch deep and should go along and not across the limb. The place should be covered with permangnate of pottissium which should be crushed with the finger using a few drop of water.

The patient should avoid movement. Movement help the venom to spread.

The patients should be kept warm. He should be removed to the hospital where antivenom treatment is available.

Bites From Rabid Animals:

Bite by a mad dog is dangerous. Rabies is an infectious disease of dogs, jackals, horse, monkeys, etc.

It is fatal. The virus is contained in the salvia.

In the case of a bite by a mad dog, place a constriction tight enough to cause congestion, but it should not obstruct arterial circulation, promote bleeding, keep the affected part low, wash the whole surface will Soap and water, or preferably with a solution of pottassium permanganate. Cauterise every tooth mark with carbolic on nitric acid or match stick or with a red hot Knitting needle. This should be done immediately after bite. Apply a dry dressing and a bandage and take him to the doctor immediately.

Sun Stroke :

Sun stroke implies exposure to the direct light rays of the sun. As a preventive measure, skin surface should be protected by suitable clothing, sun helmets and spine pads should be worn when exposure to sun is necessary. Tinted glasses protect the sensitive nerve tissues of these eyes from glare.

Superficial effects of sunburn can be alleviated by the use of cooling lotion and cold creams. With deeper seated effect such as delayed head aches and vomiting, send for a doctor, and apply ice bag filled with cold water to the top of the head after removing the patient to cool and shaded surroundings.

Heat Exhaustion :

Heat exhaustion or heat collapse occurs apart from heat. It occurs on a hot day, as a result of unsuitable clothing, in an overheated stuffy room, or in a crowded train. It occurs among workers in stuffy atmosphere.

Heat exhaustion comes on suddenly, after preliminary giddiness with fainting and pallor. The skin is cold and clammy.

Preventive Treatment :

Loose sensible clothing should be used. Large quantities of water should be drunk. Marching or exertion should be reduced to a minimum during the hot hours of the day.

Active First-Aider:

Remove patient to cooler conditions in the fresh air if possible. Lay him down, loosen all clothing about the neck. Dash cold water on the head and neck, to stimulate but not to chill. Fan vigorously. If severe, apply treatment for shock.

Heat Stroke:

Heat stroke is an entirely different reaction in the human body to the same conditions which favour heat exhaustion. It is a complicated condition, more serious, and often fatal.

Heat stroke is heat retention. The first noticeable effects are often mental excitement with change in behaviour, restlessness,

intolerance and delirium are common. Distressing vomiting is a striking symptom. Muscular cramps occur in some cases. The skin becomes hot, dry and even gritty to the feel. The pulse is rapid and irregular. Respiration becomes something like snoring.

Preventive treatment is the same as for heat exhaustion. Active treatment is directed towards (1) heat-reduction, (2) elimination of body poisons, (3) restoration and preservation of the heat regulating centre, and (4) replacement of lost fluid.

Send for a doctor. Commence active treatment before temperature reaches 104° F. Strip the patient completely naked, and lay him down on a charpoy covered with water proof sheet or rough towel. Put cold water over the body and fan vigorously. Give a large enema. Apply an ice bag.

After the enema has been returned, weak saline or plain water may be run into the rectum to replace the fluid previously lost by evaporation, and to relieve cramps. But this should be done only with a doctor's approval.

Wounds :

Before undertaking treatment for wounds the first-aider should clean his hand using a disinfectant. Then he should remove just enough of the patient's clothing to expose the wound. Blood clots should not be disturbed. Foreign bodies if present should be removed. Superficial wounds contaminated with dirt should be washed with water previously boiled. Antiseptic should be applied. A dressing and appropriate pad should be applied. Firm bandaging should also be applied. Cleaning of a wound should be done from inside outwards with clean cotton everytime.

The Triangular Bandage :

The Triangular Bandage which the First-Aider uses is a right angled triangle. The sides are about 31 to 42 inches long, but may be smaller.

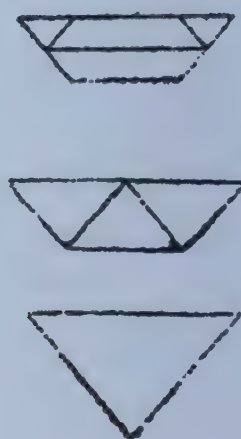
For easy reference the parts of the bandage are named as below.

It is folded in the following ways :

- (1) Bandage once folded;
- (2) Bandage Broad i.e , bandage once folded is folded once more:
- (3) Narrow Bandage i.e , bandage once folded, is folded again and folded once more.

The Triangular Bandage can be used as a Large Arm sling for supporting the entire fore-arm.

To apply a large arm sling, stand facing the patient, put one end of a spread out bandage over his shoulder on the sound side with the point towards the Injured side, pass it round his neck so that it appears over the shoulder of the injured side and let the other end hang down in front of the chest. Carry the point behind the elbow of the required limb and place the forearm over the middle of the bandage so that it is at right angles to the upper arm. Then carry the second end up to the first, and tie them in the hollow just above the collar bone. Tuck the bandage into the back of the elbow, bring the point forward and secure with a safety pin to the same way.



Head Bandage :

Fold a hem along the badge of the open bandage. Stand behind patient and place the open bandages on his forehead close to his eye-brow and the point hangs down at the back of his head. Carry the end round the head just above the ears to the back, cross the ends over the point of the bandage low down near the nape of the neck bring them forward round the head above the

ears and then tie a Knot on the forehead close to the lower border of the bandage. Steady the patient's head with one hand and with the other draw the point of the bandage downwards, then turn it up and pin it to the bandage on the top of the patient's head.

Knee Bandage :

Bend the patient's knee to a right angle. Fold a narrow hem inwards along the base of an open bandage. Lay the point on his thigh, and the middle of the base below his knee. Cross the ends behind his knees then round his thigh, and tie above the knee on the front. Bring the point down over the Knot and pin it.

Foot Bandage :

Place the patient's foot on the centre of the open bandage with his toes towards the point. Draw up the point over the instep, bring the ends forward so that his heel is covered and cross them. Pass the ends round the ankle cross at back, and then tie them in front. Draw the point forward and pin it to the bandage over the instep.

Shock :

Shock is a condition of severe depression of the vital function as of the body or the brain. It is associated with changes in the circulatory system varying from temporary weakness to complete failure.

Causes :

Shock may be due to :

(1) External or internal haemorrhage or both;

(2) Loss of plasma due to burns, crushing injuries etc.

Liability to shock is increased by (1) Cold, (2) prolonged sweating, and (3) Pain.

Symptoms :

The following symptoms may be present.

(a) Giddiness, Fainting or collapse; (b) Skin cold and clammy; (c) Pallor (d) Nausea and vomiting and (e) Pulse, at first slow then feeble and rapid.

Stages :

Shock may develop in two stages. The first, takes the form of fainting. The second, much more serious, may set in some hours later.

Treatment :

1. Stop and bleeding at once;
2. Place the patient on his back, with the head low, and turned to one side. If patient had been vomiting or experiences difficulty in breathing place him in a position half-way between the side position and the prone.
3. Loosen clothing;
4. Keep patient warm without over heating, wrapped in a blanket. Do not rub the limbs or use hot water bottles.
5. Sips of water or tea may be given if the patient is conscious. In the case of severe shock nothing should be given by mouth;
6. Prevent excitement and worry.

Grit in the Eye :

Prevent the patient from rubbing the eye. Set him facing the light. Stand in front of him, pull down his lower lid, and if the grit can be seen remove it with a twisted corner of a clean handkerchief dipped in water.

If the grit is in the upper lid, ask the patient to blink the eye under water. Or place a match-stick half an inch above and parallel to the eye lid. Press gently backwards. Take hold of the eye-lashes, pull forward and up, remove the grit as stated above.

If the grit is embedded, do not attempt to remove it, but apply a soft pad light bandage and take him to a doctor.

How to summon adult help :

Use common sense and be calm and collected. Make use of a telephone or send a clear written message. Say exactly what happened , say what is wanted.

CHAPTER XXIX

RULES OF THE HEALTH

The founder of the Movement, Lord Baden-Powell says, "A Scout should make himself strong and healthy, by good feeding and moderate exercise so that when he becomes a man, and his muscles all "set" he could then go through hardship and strains where another weaker man would fail".

"To make yourself strong and healthy it is necessary" says he, begin with your inside, and to get the blood into good order, and the heart to work well". That is the secret of the whole thing" says he, and adds, "Exercises of the body do it for you".

His advice is six fold as described in Chapter VI in "Scouting for Boys".

(1) Make the Heart Strong to pump the blood to every part of the body and, so to build up flesh, bone and muscle. Suitable exercises are the "Struggle" and "Wrist Pushing".

(2) Make the Lungs Strong to provide blood with fresh air use "Deep Breathing".

(3) Make the Skin Perspire to get rid of the dirt in blood. A good bath or dry rub with a wet towel every day would achieve this.

(4) Make the Stomach Work to feed the blood. Do "Cone" exercise, "Body Bending" and "Twisting".

(5) Make the Bowels Active to remove the remains of food and dirt from the body. "Body Bending" exercise, and "Kneeding the Abdomen" would help. Drink plenty of good pure water. Be regular in the daily "rear".

(6) Work Muscles in each part of the body to make the blood circulate to that part and so increase your strength. Running and walking are exercises of special muscles such as "Wrist Pushing" etc.

"The secret of keeping well and healthy", says Baden Powell is to keeping your blood clean active. The blood thrives on simple good food plenty of exercise, plenty of fresh air cleanliness of

the body inside and out and proper rest of body and mind at intervals.

Baden powell has described six simple exercise for health. He had been taking them himself all through his life. He advise Scouts to practice them every morning the first thing on getting up, and every evening before going to bed. He also says it is best to them with little or no clothing on, and in the open air, or close to an open window. And he says, the value of these exercise is much increased if one thinks of the object of each move while one is doing it, and if one is very particular to breathe out through the mouth.

1. Exercise for Head and Neck : Rub the head face and neck ,firmly over several times with both the palms and fingers of both hands. Thumb them muscles of the neck and throat .Brush your hair clean your teeth and wash out your mouth and nose. drink a cup of cold water and then go on with the following exercises. The movements should be done slowly.

2. Exercise for the Chest : From upright position bend to the front, arms stretched down wards with back of the hands together infront of the Knees .Breathe out. Raise the hands gradually over the head, and lean back as far as possible drawing a deep breathe the nose . Lower arms gradually to the sides, breathing out the word "Thanks" through the mouth. You are altering thanks to God. Bend forward against breathe out. Repeat this twelve times.



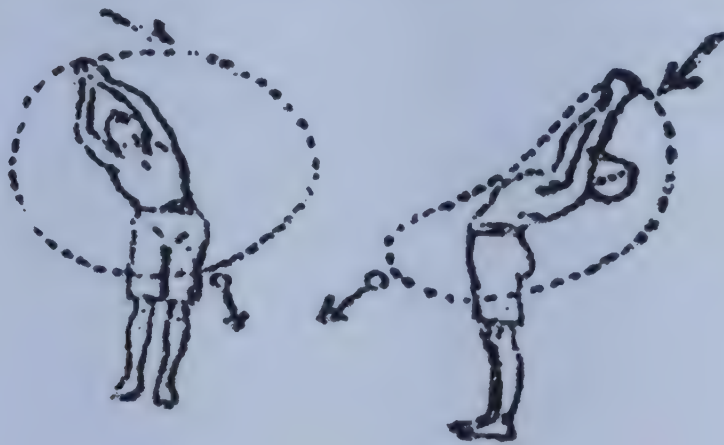
3. For Stomach : Stand upright .Send out both arms fingers extended straight to the front,then slowly swing round to the right from the hips without moving the feet, and point to the



right from as far as round behind as you can keeping both arms level with, or a little higher than the shoulders. Then after a pause swing round slowly as far as you can to the left. Repeat a dozen times.

Breathe in through the nose while pointing to the right rear, breathe through the mouth as you come round, and point to the left rear.

4. For Trunk : Stand at the "alert". Raise both hands as high as possible over the head and link fingers. Lean backwards then swing arms very slowly round, so that the hands make a wide circle above and round the body. The body turning from the

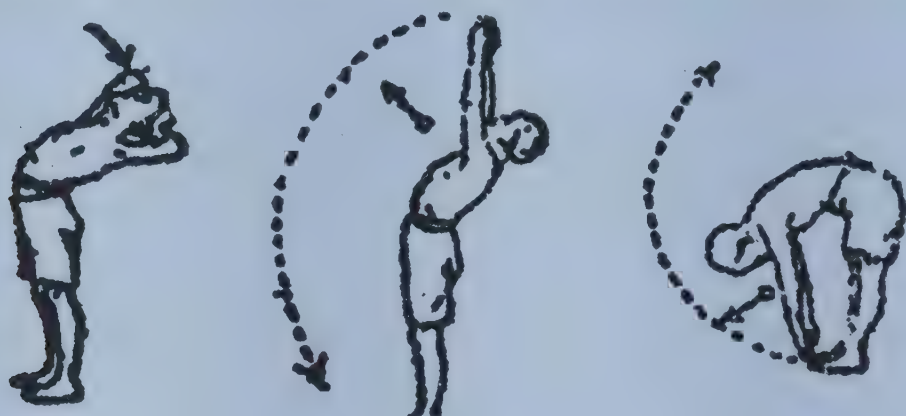


hips, and leaning over to one side, then to the front then to the other side, and then back. This is to exercise the muscles of waist and stomach. Repeat six times to other hand. With the eyes you should be trying to see all that goes on behind you during the movement.

5. For Lower Body and Back of Legs, you Stand up to reach as high as you can skywards, and backwards and then

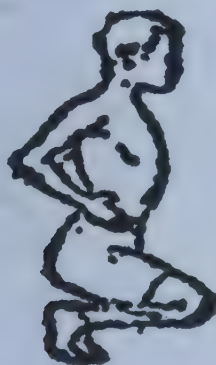
bend forwards and downwards till your fingers touch your toes, without bending your knees.

Stand with your feet slightly apart, touch your head with both hands clasped, head resting on them, and look up into the sky, leaning back as far as you can, while looking up in this way drink in God's air (through your nose and not through the mouth). Then reach both hands upwards as far as possible and breathe out on the number of times you are doing and bend slowly forward and downward, knees stiff till you reach your finger tips.



Tuck in the small of your back while on the downward bend. Then keeping arms and knees still stiff, gradually raise the body to the first position again, and repeat the exercise a dozen times.

6. For Legs, Feet and Toes, Stand bare footed, at the position of "Alert". Put the hands on hips. Stand on tip-toe, turn the knees outwards, and bend them slowly till you gradually sink down to a squatting position, keeping the heels off the ground the whole



time. Then gradually raise the body and come to the first position again.

Repeat this a dozen times.

The small of the back must be tucked in. The breath should be drawn in through the nose as the body rise and counted out through the mouth, as the body sinks. The weight of the body must be the toes all the time and the knees turned outwards to make you balance more easily. While performing the practise you should remember that its object is to strengthen the thighs calves and practise it several times during he days and at add moments it will do you all the more good

Boxing wrestling rowing, swimming, skipping cock-fighting are all valuable health aids to develop strength but climbing is best of all.

“Wrist pushing, “Staff Tossing”, “Fellow the Leader”, “The Struggle”, “Leg pushing” are good games for the same purpose. These are described in “Scouting for Boys” in chapter V, Camp Fire Yarn No. 14.

Climbing:

Climbing is a, good exercise. If a boy sticks to it he will becomes a good climber. You should climb up ropes poles and then trees.

Climbing would lead on to mountain climbing which is a glorious sport, teeming with adventure .But it needs strength in all four limbs, pluck, determination and endurance. All these come with practice.



It is most important for mountain climbing that one should keep one's balance, that one should place one's feet nimbly and quickly where you want them. For this walking a plank set up on edges is a good practice. Stepping stones laid on the ground at varying distances and angles would also help.

Nose:

A Scout must be able to smell well. If he always breathes through the nose, and not through the mouth, this helps him considerably. Breathing through the nose prevents many disease germs from getting from the air into the throat and lungs.

Nose-breathing is specially useful for a scout. By keeping the mouth shut you prevent yourself from getting thirsty when you are doing hard work. Also at night breathing through the nose prevents snoring. There practise keeping your mouth shut, and breathe through the nose.

Ears :

A scout must be able to hear well. Generally the ears are delicate and if they are once damaged one may become incurably deaf.

Eyes :

A scout must have the particularly good eyesight. He must be able to see a long way off. By practise one's eyes looking at things at a great distance they will grow stronger. Avoid reading by poor light, sit with your side to the light when doing any work during the day. If you sit facing the light it strains your eyes.

Besides having good sight, a Scout must be able to tell colour of the things which he sees. Colour blindness is quite an affection.

Teeth:

Good Teeth depend on how you look after them when you are young. You should keep your teeth perfectly clean. Brush them at least twice a day when you get up in the morning and when you go to bed, both inside and out, with a tooth brush and

tooth powder or paste. Rinse your teeth with water after every meal.

Nails:

Every Scout should be careful to his toe-nails frequently every week, or in ten days. They should be cut square across the not rounded. Nails cutters may be used.

Fingers-nails should also be cut about once a week with scissors to keep them in good order .Biting the nails is harmful

If nails are allowed to grow ,too much dirt and germs will emulate in them, which is dangerous to health.

All this advice to Scout is contained in 'Scouting for Boys' Camp fire Yarn No. 17 "How to Grow Strong".

CHAPTER XXX

COMPASS, DIRECTIONS AND MAPPING

1. Compass points and Sense of directions: A Scout should possess a sense of direction. He should be familiar with the 16 points of the compass and should be able to name them.

North, East, South and west are ordinal points. All the others are derived from them.

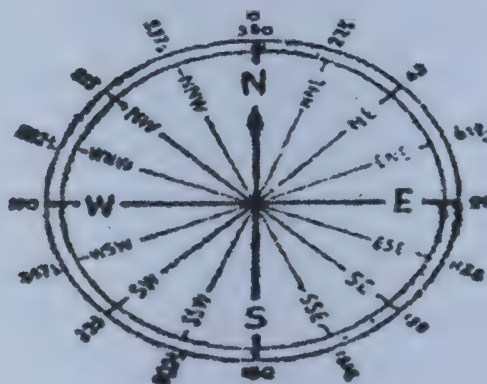
We get the cardinal points with the help of the sun. We can also get them with the help of the magnetic compass

If we face the sun, we are facing the East. On our right hand we have the south. On our back we have the west. On our left hand we have the North.

The magnetic compass enables to find North. It consists of a magnetic needle kept floating in a pivot so that it swings freely. If we keep the compass on a flat surface and allow the needle to come to rest, it does so with one end pointing to the North, and the other pointing to the South. The ends marked N point into the North and the end marked S points to the South. If we stand facing the North. We have the East on our right hand, the South on our back and the West on our left hand.

From the cardinal points we derive four more, North-East, South-East, South-West, North-West. We thus have the first eight points.

North-East is midway between North and East, South-East is midway between East and South, South-West midway between South and West and North-West is midway between West and North.



In the same way we derive eight more "points". Proceeding in a clock-wise direction we have NNE midway. between N and NE; ENE mid way between E and NE; ESE mid way between E and SE; SSE midway between S and SE; SSW mid way between S and SW; WSW mid way between W and SW; WNW midway between W and NW; and NNW mid way between N and NW.

It is convenient to speak of these 16 points in terms of degrees. NNE is $22\frac{1}{2}^\circ$ to the East of North; NE is 45° ; ENE is $67\frac{1}{2}^\circ$ East is 90° ; ESE is $112\frac{1}{2}^\circ$; SE is 135° ; SSE is $157\frac{1}{2}^\circ$; South is 180° ; SSW is $202\frac{1}{2}^\circ$; SW is 225° ; WSW is $247\frac{1}{2}^\circ$; West is 270° ; WNW is $292\frac{1}{2}^\circ$; NW is 315° ; NNW is $337\frac{1}{2}^\circ$; and North will be 360° North is also 0° .

COMPASS BEARING :

A bearing is the angle measure clockwise in degree from a fixed line (like True North; or Grid North or Magnetic North) to any line question.

Let us suppose that the observe is standing at point P. If he stands facing True North he would be looking towards NPN would be True-North South line. If from this position he turns rounds clockwise till he finds the temple M right opposite him the angle NPM given in degree is the bearing of the temple. In this case it would be true Bearing.

If he had to move through 125° . the true Bearing of the Temple would be 125° .

The bearing taken from true North is called true Bearing that taken from Grid North is called Grid Bearing and that taken from Magnetic North is called Magnetic Bearing. A Bearing looking forward is called a forward Bearing

Suppose in example cited the observer walks from P to the Temple M and from there takes the bearing of P where he stood previously, then the bearing taken is called Back Bearing.

Back Bearing will be found useful when one has to return by the same route as the one by which one went.

Back Bearing can be determined by observation on the compass and also by calculation

To determine Back Bearing add 180° if Forward Bearing is less than 180° , and subtract 180° from it if it is more than 180° .

If distant object is observed from the two ends of a base line of known length and, its bearings taken from both ends, the position of the object can be determined by plotting. Bearings of this kind are spoken of as Cross Bearing.

Finding True-North :

(a) If the sun is shining True North can be located With the help of a watch.

Lay the watch on a flat surface on the ground. Turn the hour



hand towards the sun. Place a pencil or other object vertically over the end of the hour hand and turn the watch till the shadow of the stick is observed to fall along the hour hand.

Now divide the angle the hour hand makes with the number 12 on the dial. The bisecting line lies north to south. The side of the watch where the hour hand is farthest away from 12 is on the North; the other side is on the South.

(b) A good gadget can be made on a piece of flat ground. Between 10 and 11 on a sunny day from plant a pole slantingly and pointing roughly towards north from the end of the stick drop a sting. Attach a small sized stone to the bottom end of this

sting. So that the stone hangs freely close to the ground but not touching it. Mark the point where the stone will hit the ground if it is dropped. Call this point C.

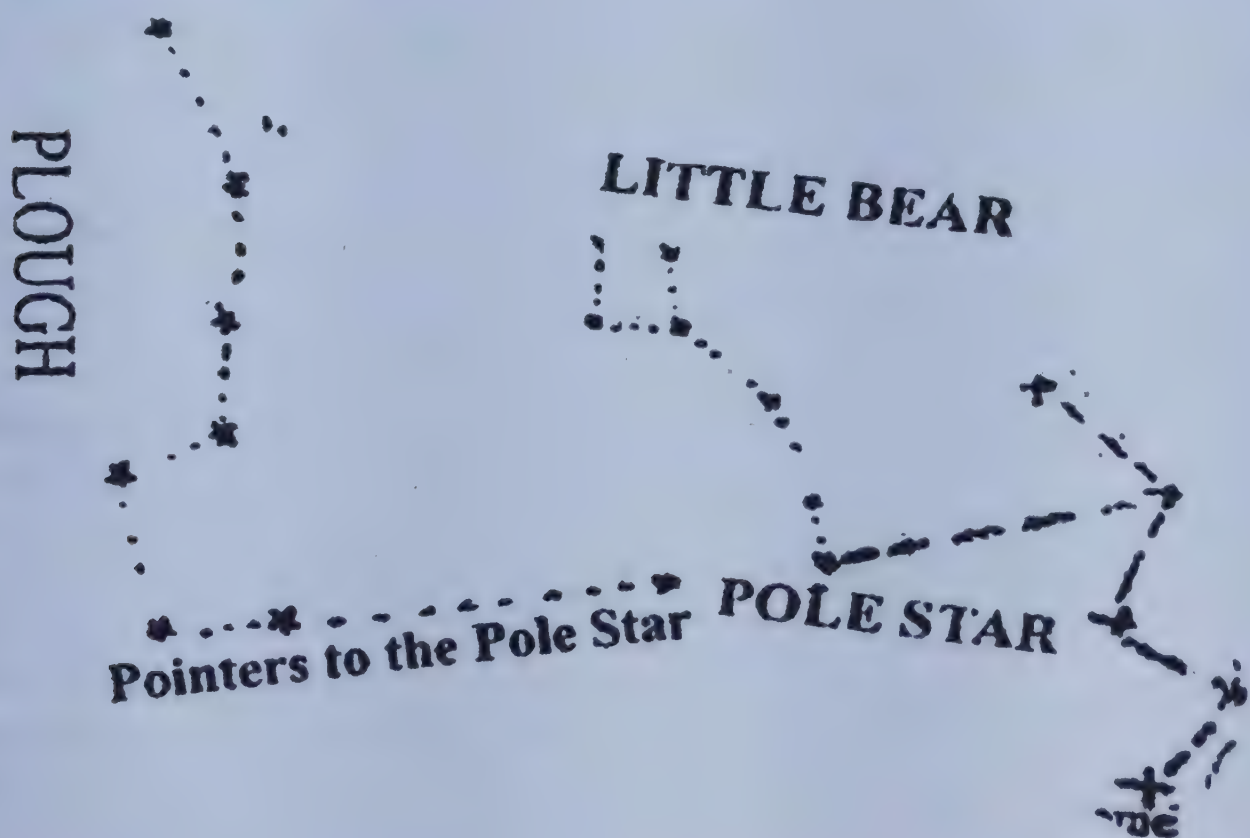
Make the shadow cast by the gadget. With C as the centre and the shadow of the string as the radius draw an arc of a circle. The Point where the shadow touches the circle may be called P.

The shadow will grow shorter till 2 p.m. and then it will grow longer and longer. Watch carefully for the shadow to touch the arc. Make the point where it touches call it Q. Draw a line to connect P and Q Draw a aline from C to the midpoint of PQ. Produce this line. This line points to true north.

(c) With the help of the Magentic compass True North can be found if we know the magnetic variation at the spot. A certain number of degree have to be added or substracted .

(d) True North can be found with the help of the constellations. Constellations like the Great Bear, Cassiopeia, Orian etc. enable us to find out where the pole star is and when we are looking at the pole star we knew we are facing True North

Great Bear consists of Seven Stars. It is also known as Sapta Rishi and as the Plough.



Star numbered 1 and 2 are called pointer. They point to the pole star which is at about 4 times the distance 1 and 2.

Cassiopeia is a constellation which consists of five stars, seen in the shape of the inverted W.

The star has two angles, in V shape. One V is wider than the other. A straight line bisecting the wider angle passes through the pole star.

A line connecting the middle star of Cassiopeia with the double star in Great Bear passes through the pole star.

The Constellation Orion to the shape of human body the head pointing to the north and the belt of the sword and the legs towards the south.



The line joining the head of Orion with the middle star in Orion belt lies the North to South with North on the head side.

MAP READING

A map is a picture of portion of a country or of the whole country or of the world on a flat surface.

It is defined as a "conventionalised picture of the earth's surface pattern".

The art of map reading is simply interpreting and retranslating the symbols and lines on the picture into hills and valleys and rivers and fields etc. of the real country side.

Maps are of various types but the type with which the Scout is concerned is the one of inch topographical map. He will be using it during his hike and journey in the out-door. It is necessary that he is fully conversant with it.

Maps have “five dimension”. They are referred to us the five D’s of Map Reading. They are :-

(1) Details :

On opening a map of the one inch type which he will be using able to see a number of valuable details given all around the margin. These details will include the number of the map, the area it covers, the magnetic variations, that applies to this area, the contour, vertical intervals, the conventional signs used, the year of survey and so on. These details are of great value in map reading.

(2) Direction :

Map indicate the true North, the Magnetic North and the Grid North. We can easily find the bearing of any spot on the map from any given spot on it.

(3) Distance

Maps are drawn to scale. A given distance on the map correspondence to a definite distance on the ground. This we can determine by making use of the Scale given in the centre at the bottom of the map.

(4) Demarcation

Maps give the nature of the country. It will enable us to locate forest areas, plantations, orchards etc.

(5) Designation :

Maps enable us to know the names of the different features and names of places. Names of Rivers, Towns, Mountains, Seas and so on can be read-off easily.

In order that a man be read in relations to the ground it represents it is necessary to “set it” - so that the North- South line of the points to the North.

True North can be determined in several ways (1) By means of the sun, (2) By means of a watch, (3) By means of the pole Star and, (4) By means of a Magnetic compass.

Relief is represented by Hachures. Hill shading and contours and in other ways.

Contours are drawn on a map for showing relief and to give a good idea of the shape of the ground. Contours are shown by continuous unbroken lines in brown. A contour indicates the same height above mean sea level throughout its length.

Conventional signs used on the map are explained at the bottom of the map itself. If this Key is referred to while reading a map it will make things quite clear.

Contours are usually drawn at a certain distance from each other. The vertical distance between contours is known as Vertical Intervals and written as V.I. The Horizontal Equivalent is written as H.E.

With the help of a map, a Scout should be able to know where he is and which direction he has to go. It will also give him a clear idea of the surroundings, ground and its natural features.

Map Setting :

A map is said to be set when it is laid up out horizontally with the face up on the ground, in such a position that its True North line points to True North or the Pole Star, and it can be set nearly in relation to the ground it represents.

A map can be approximately set by the sun, or any mosque. It can be said to be accurately set when the observer's position is in true alignment with other far distant objects represented on the map.

The map can be set by the following methods :-

(1) Map Setting with the help of a Prismatic Compass:

Since the map gives no magnetic north, draw a magnetic north line in the margin of the map after calculating the magnetic variation. Open the compass and lay it on this line so that the hair line and the notches of the tongue and the ring of compass all directly over the line. The lid of the Compass should be towards

the heading of the map .Then turn the map and the compass round until the arrow head of the compass needle when steady points along the hair line. The map is then set.

(2) Map Setting with the help of objects:

It a Prismatic compass is not available, the map can be set on the ground by the objects which are shown both on the ground and on the map. Select one, of the most distant of the fixed features on the ground which is also represented on the map. Place your foot rule or any other thing having a straight edge so that the edge runs along a line joining your position and the distant features. Turn the map, and ruler, on your position round until the rule is directed at the distant point. The map is then set.

If a straight feature such as a railway line, road, telegraph line, canal etc. is presents near your position on the map until the straight feature coincides with or is parallel to the same line in nature the map is then set. If there are two or more features is the same way i.e. same line and in the same direction both on the ground and on the map from the observes position join the features by drawing a line on the map. Lay the map on the ground so that the line points the features on the ground, the map is set.

Identify the prominent features of the ground round your position on the map. Now lay the map on the ground in such a way that the directions between these features as they apperar on the grounded and on the map are parallel to one another. The map is approximately set.

It sometimes happens that two features appear opposite each other or either side of the observe's position. Draw a line joining these two features on the map and lay the map on the ground so that this line parts to one of them. Now look in the opposite direction and see if the other features on be ground also comes in the same line. If it fails in the same fixed line, the map is set. Otherwise move it to the right or left and try again until it comes it on the same ray. The map is set when both the features do so.

System of Reference :

The grid lines given in the pink colour form a system of squares on a map. The vertical lines drawn from South to North are called Easting. They represent progressive distance in yards East of a fixed origin.

Similarly, the horizontal lines drawn from West to East are called Northings. These lines represent progressive distance in yards North of a fixed origin.

These grid lines are drawn at the interval of 1000 yards on a map whose scale is 1 inch to a mile. Every tenth line is drawn a bit thicker than the others and is labelled with a figure consisting of more than two digits showing the distance, in yards, of a fixed origin; whereas the other grid lines are numbered with two bold round digits in an one inch map. Each square made of thick pink lines is named, after a letter of the Alphabet.

The grid line is called by its bold round digits.

The grid lines are intended to locate and fix positions of the objects on a map, and therefore the method is termed *grid reference*.

A four figure grid-reference on an 1:50,000 map describes the position of a square only. To give a four figure reference first give the number of the left hand side easting and then the other northing if they are respectively 96 and 26, the grid reference of the object would be 9626. The four figure reference is accurate within 1000 yards.

A six figure grid reference will describe the position of the object within 100 yards. To give Six-figure grid reference, read first the easting and then the northing of the square in which the object is located. After this the sides of the square are imagined to be divided into 10 equal parts with South-West corner as zero, and these numbers are added to the easting and northing already read.

The six figure grid reference will give the number 96, say as read on the map and another digit which we have obtained by imaging the sides of the square to be divided into ten equal parts. Supposing the easting was 3 division to the east, the reference would be 963. Similarly the number of northing would be not simply 26 as before, but would be say 266. The grid reference of the object would 963266.

For greater accuracy we can use eight digit grid reference. It would describe the object within an error of 10 yards. Eight figure reference for the object may read 96372665, which would mean the easting is 9637 and the northing is 2665

A romer is used for reading the ten parts into which we divide the sides of the square in imagination. The Romer is just a bit of thick cardboard like a post card, with the distance of the sides of the square duly marked clearly, and the side of each square divided into 10 parts for quick reference.

CHAPTER XXXI

ROPE CRAFT

Scouts should not only be made to learn Knots ,but they should also be given opportunities to put them in use.

Rope work has a great training value. It encourages and developes- (1) Observation, (2) Manual dexterity, (3)Memory, (4) Inventiveness, (5) Thrift and (6) Co-ordination of hand and eye.

Ropes are made out of fibres both natural and artificial. Among natural fibres could be mentioned (1) Coir, (2) Hemp, (3) Manila, (4) Cotton, (5) Sisal and (6) Flax, ropes are made out of nylon and metal wires also.

Natural fibres twisted in one direction make threads. Thread twisted in opposite direction make strands. Strands are laid together to make ropes. Rope is held together by the counteraction of opposing forces. Ropes contain “energy” any it will be lost if they are neglected or ill-treated.

Ropes should not be left unstoppered. They should be properly whipped or back spliced where it would be of no disadvantage to do so. Whipping is generally to be preferred. Back splicing will increase the thickness which may, affect its use with a pulley.

Ropes should not be stored when they are damp, ropes used in the rain or in a tank or lake should carefully be dried in the shade before they are stored. Ropes should not be dried directly in the sun. Sun’s heat would damage them.

Rope should not be stored in a damp room,or in a room where the temperature is hot. Storing in uneven temperature will damage the rope.

Drying wet ropes quickly is also very bad for them. They will become unserviceable.

Leaving knots and kinks in rope is also bad for them. Knots should be carefully untied and kinks rope should be removed with care before they are stored.

Ropes should not be left in a heap. They should be carefully coiled or hanged correctly A left handed rope should be coiled left handed and a right handed one should be coiled right handed.

In learning or teaching knots, use good sized rope. The thickness of the rope used be about that of the little finger of a fairly grown up Scout. Teach the use before the name. Teach by showing. Let the Scout who learns sit along side the instructor, so that he will be able to follow the movements from the same side. The use of nautical language will provide proper atmospheres-- "bend", "seize", "make fast", "delay", etc.

To maintain interest teach variations and trick methods of forming and use of "slippery" knots to prevent jamming.

Ropes are measured in fathoms or in feet. Six feet make one fathom. Fathom is the length of outside from finger tip to finger tip.

The size of a ropes is its circurmference in inches. A-3 inch rope is one with a diameter of about one inch. If the circumference is less than one inch, it is called a string or cord.

LASHINGS:

A lashing is a rope which can be used for binding poles together .Its length and size will depend on the size of the poles or spars it is intended to blind together.

To determine size of lashings, take the diameter of the larger spar in feet; this number in inches will give the diameter of the lashing which has to be used. Spars which are 6 inches in diameter or $\frac{1}{2}$ foot in diameter will need lashings of $\frac{1}{2}$ inch thickness.

To determine the length of the lashing required; take diameter of the larger spare in inches, and call it fathoms. That would be the length of the lashings needed. Spars of 6 inches diameter would need 6 fathoms of lashing. A little greater length would be needed in the case of figure of eight lashing.

Safe Working Load:

Ropes are put to great strain during operations. Their

capacity to stand the strain should be taken into consideration .When we are at Pioneering Projects.

Strength of a rope will first depend on the material of which it is made, and Secondly, on its circumference or size. And thirdly and this is important - on its age.

Manila Hemp or Hbaca is fibra from the leafstalks of a plant called **Musa Textile** found in the Philippines, Borneo, Java, Sumatra. It is very strong.

Common Hemp comes from a plant called **cannabis satiya** originally native to India and persia, but now cultivated in countries of temperate and tropical climates. Large quantities are grown in Russia and Poland. Hemp grown in France is of better quantity. Italian Hemp is of the highest quality, African hemp, **Sensevira Zevlanika** is found in Africa, India, and Ceylon.

American hemp comes from Kentucky.

Hemp is considered to be of standard strength. All other ropes are compared to Hemp ropes.

Safe working Load (SWL) for Hemp ropes is calculated by squaring the circumference in inches doubling it and calling it "cwts". A 3 inch rope would give a SWL of 2×3^2 Cwts=18 cwts.

Manila is stronger than hemp. Cotton is about 2/3 as strong as Hemp. Jute is much weaker than cotton. Nylon is much stronger than Hemp. It has twice the strength of hemp. The breaking strain of a 3 inch Hemp rope would be 2 tons.

The breaking strain of a 3 inch Hemp rope would be 2 tons that of a 3 inch. Manila rope would be 3 tons.

In all these cases we are assuming that the rope is new and wet kept.

Once cannot be too careful when putting ropes under strain. Frayed or damaged ropes should never be used where great strain may have to be applied to them. Such ropes should be put away, and used only for harmless practices.

KNOTS & THEIR USES :

Broadly speaking knots are required for six different purposes :-

- (1) For tying the ends of the same rope together.
- (2) For tying two rope together.
- (3) For making a loop on a rope;
- (4) For fastening a rope to a post or ring;.
- (5) For temporary shortening
- (6) For providing a stopped at the end of a rope.

The knots that a Pratham Sopan Scout has to learn come under these several categories.

The Reef knot comes under the first category. The Sheet bend and the Fisherman's knot come under the second. The bow line comes under the third. The Clove Hitch and the Round Turn and two half hitches come under the fourth. The Sheep shank comes under the fifth. And whipping is a good substitute for the knots coming under the sixth.

The uses of these knots are important.

The Reef Knot is to be used for tying the ends together of the same rope, us for instance when we make a parcel.

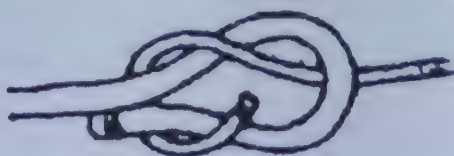
Doctors & First Aiders use it for tying a bandage.

The Reef Knot should not be used for joining ropes together



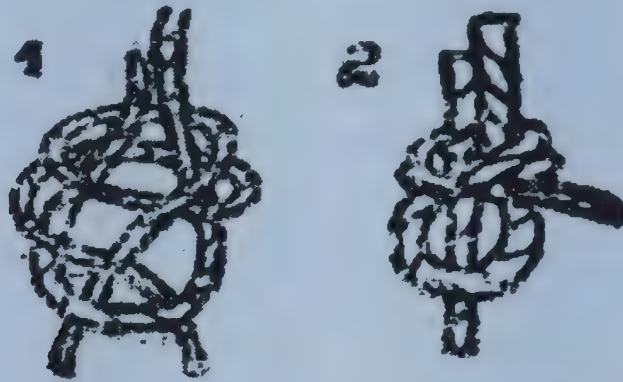
If tied in two ends of unequal size, or with one wet and one dry, it is almost certain to spill when a strain is put upon it.

The **Sheet Bend** is used for tying two different ropes together so as to provide one of greater length. If the two ropes



are of the same thickness or nearly of the same thickness, they can be joined together by sheet bend. But a thick rope and a thin one may require a Double Sheet bend.

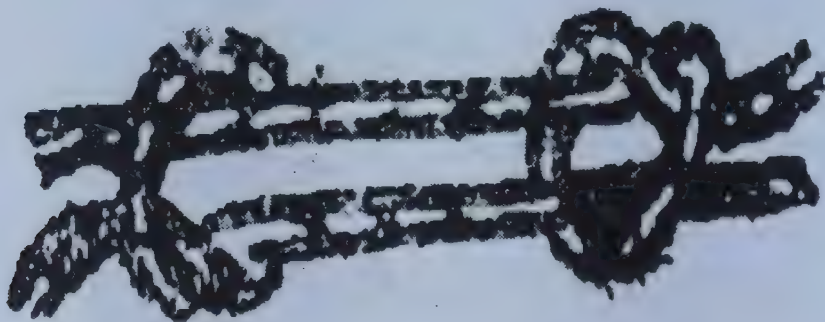
Double Sheet bend:



A much safer knot for joining ropes is the Carrick Bend.



The **Fisherman's knot** is used when we want to join two slippery ropes together.

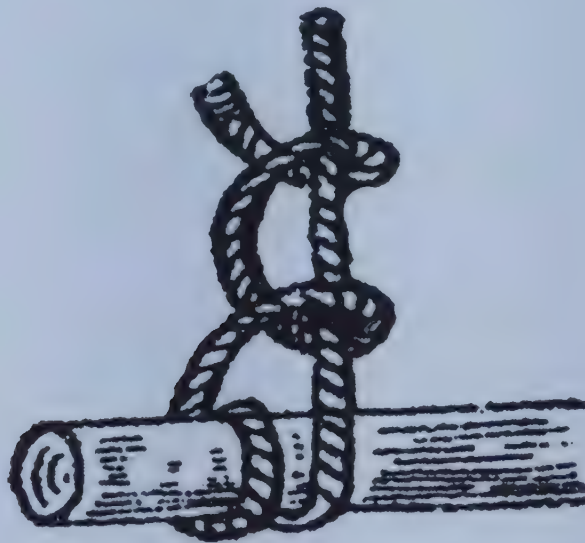


The Fishermans Knot is quite firm and can be used with all ropes.

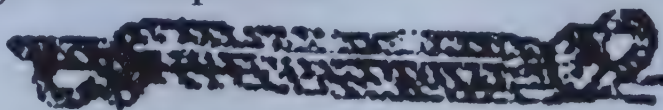
The **Clove Hitch** is used for fastening a rope to a spar or a ring. It should be finished of with a half hitch.



The **Round Turn and Two Half Hitches** is used for fastening a rope to a spar or a ring.



The **Sheep shank** is used for temporary shortening it can be also for "strengthen" temporarily. The weak Portion is put out of the way by using the sheep shank.



The **Timber Hitch** is a useful knot.

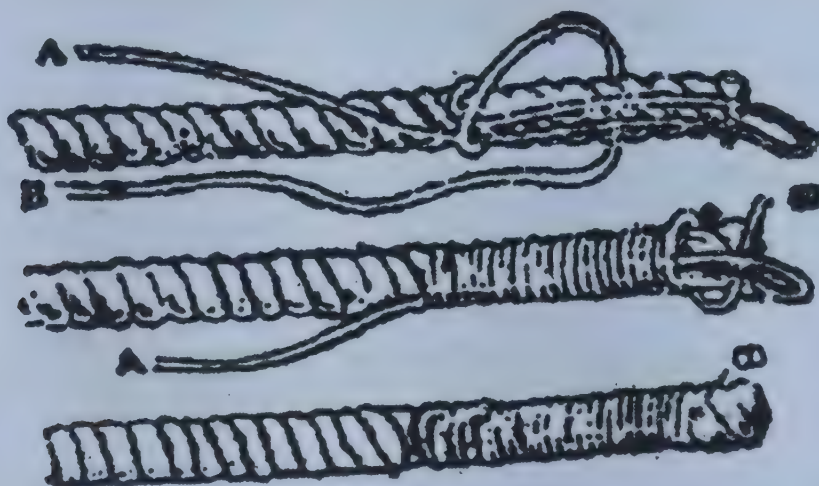
There are few knots more simple or as effective as the **Timber Hitch**. It is made by passing a rope round the object to be secured. Then round its standing part and finally a king several turns not less three, round it self.



The **Rolling Hitch** is hitching a rope to another and a much thicker rope to take the strain.

It is around turn secured with a single hitch. It is nothing more than a Clove Hitch with an extra turn. The pull should be against the double turn.

The object of whipping the end of a rope is to prevent it from fraying. Different kinds of whipping are in vogue; but the Scout should know the common whipping and sail maker's whipping.



The Common whipping is tied by laying a loop along the rope, and then winding a sufficient number of turns around the rope and over the loop.

The running end is passed through the top of the loop, and the other end is pulled, and running end drawn approximately half way into the whipping. Finally, the ends are trimmed close.

The sailmaker's whipping is tied as follow unlaid the ends of the rope for an inch or so . Middle a length of waxed twine and put a loop round one strand bringing both ends out on at the opposite side. Take one end's rounds and round tightly to make the whipping and hold in place, and then put the loop that was first made over the top of the strand that it enclose and pull the first end Strongly, to draw it up tight. Carry this end upto the end of the rope along the third spiral groove of the rope and tie it to the end, finish the whipping with a Reef Knot between the stands of the rope. Finally, trim off.

LASHINGS :

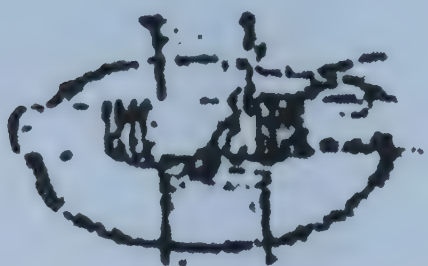
when poles or Spars have to be tied round together we use lashing. Lashings are of different kinds.

Square Lashings :

When two spars crossing each other at an angle are to be lashed together we use the square lashing.

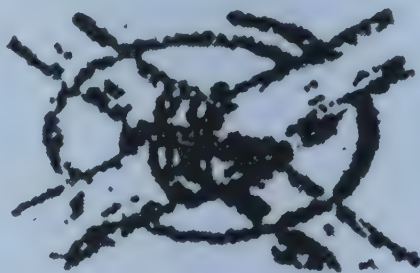
To make a square lashing tie a Clove Hitch round the upright spar. Twist the end and the standing part together, bring them in front of the spar, then take them over the horizontal spar then round behind the upright, and down in front of the horizontal. Continue in this manner for three (or four or five) keeping outside the previous turns on the horizontal spar, and inside them on the upright. At all stages the rope is effectively pulled tight. A marline spike or a short stick or a mallet handle with a half-hitch round it may be used. Next take two (or three) frapping turns round the lashing and between the spars, pulling it tight and finishing off with a Clove.

LASHING



MAUJORE LASHING

Being with clove hitch. Make wrapping turns at right angles to main turns. Finish the looking with clove hitch.



DIAGONAL LASHING

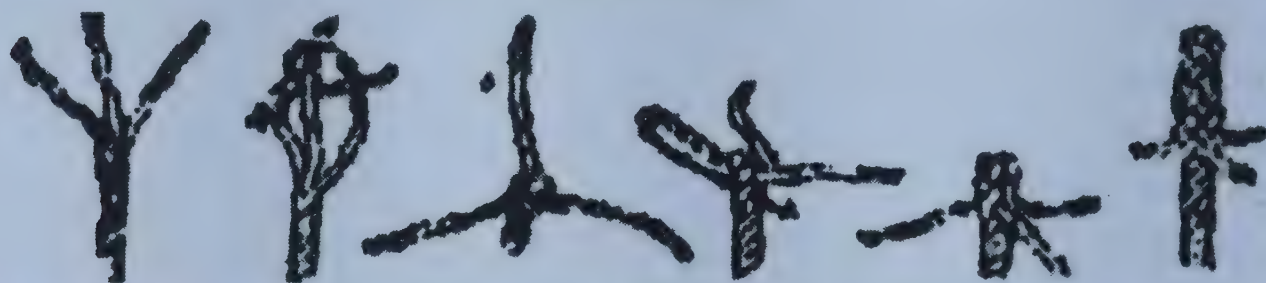
Being with timber hitch round both spars. Take turns round each fork. Frap end with clove hitch



SHEAR LASHING

Clove hitch round use spar. Then turns round both spars. Frap End with clove hitch round one spar.

SPLICES



BACK SPLICE prevents rope from unravelling. Unlay rope and weave strands into a crown. The pane each strands in turn over and it touches and under strands next to it against lay of rope. Rope at 3 times.



SHORT SPLICE joins two ropes. Unstrands rope ends. Then lay them together with strands interlaced. Pass each strand over strand it touches and under next, against lay of rope. Then use strands of other rope.



LYE SPLICE forms permanent loop in end of rope then forms eyes of sufficient size. Truck each strands in truck each against the lay. Then continue as in back splice. Repeat 3 times.

Hitch round the end of the horizontal spar. Dispose of any spare by winding it round on the spar and secure it with two, three half- hitches.

Trapping turns are turns at right angle to the other turns of the lashing. The object is to tigher the lashing

Square lashings is also used when the weight of one spar is taken another spar.

Diagonal Lashing :

The Diagonal Lashing is used when two poles which cross diagonally and have a tendency to spring apart have to be lashed together .This lashing is begun with the Timber Hitch over both the spars. The Timber Hitch pulled as tight as possible, and then we take three wrappings in one direction and three more in the direction at right angles, and next we take two Trappings make the lashing very tight and finish off with a Clove Hitch. Any extra rope has to be wound round and round and finished off with a Clove Hitch. (Please Diagram on page 229).

Shear Lashing :

Shear Lashing also known as round Lashing is the lashing used to fasten two parallel spar which are to be opened out to form shear legs; The same lashing is used when two spars or poles are to be lashed end to make a longer one like a flag staff.

We commence with a Clove Hitch round one of the two spars in the first case, and wind the standing part round and round a few times and then do the frappings twice and finish with a Clove Hitch on the other spar. The windings should not be over tight , since it will be necessary to seprate the legs while using the device.

(Please Diagram 1on page 229).

In the case of latter (the flag staff), we commenc with a Clove Hitch around on the spars, and do the windings as before, and end the lashing with a Clove 11 inch round both the spars. There should be two lashings at each over lapping. Plug should be driven-into the lashings to make them rigid. The word Shear Lashing is also spelt Sheer Lashing.

Gyn Lashing :

Gyn Lashing is the lashing to be used when we make a tripod. Three spars are used. Two spars are laid in one direction, and the other (the centre one) in the opposite with sufficient over lap for the lashing. A Clove Hitch is tied round the centre spar near its end. Now the end is twisted on the standing part and windings are taken a few times round all the three spars. The windings are not to be over-tight not should they be slack. Frapping turns about two or three taken, and the lashing is completed with a Clove Hitch on one of the outer spars. Now, the spar ready to be placed like a tripod.

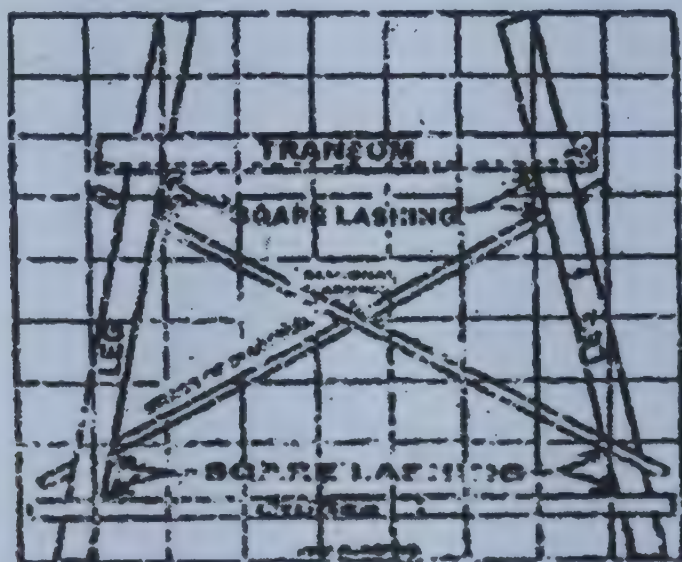
The Trestle:

The Trestle is a good example of the application of the Square Lashing and the Diagonal Lashing. Trestle building is definitely an engineering job, and through the use of trestles in bridge-building the Scout will be able to understand a great many principles of engineering.

The terminology going with trestle building should be properly understood.

The legs support the whole structure and any extra-weight put upon it by the bridge and its road way. The transom has to support the road-way. The Braces called also Diagonals serve to keep the Trestle rigid and firm.

It is very important that every lashing is properly made. It should be strong and rigid. It should not work loose . It must grip the spare and keep it in its place.



The Trestles needs eight square lashings and one diagonal lashings. The legs should slope outwards. The slope should be 1 to 6.

Before beginnings to build the trestle. The scouts should select his spars, and determine the length and size of the lashings (i.e. ropes) that will be required.

The size of the trestle itself , and the length of legs will depend on the on the purpose and the place or terrain.

Spars of equal lengths of the required for trestles. In special cases the length of the legs may have to vary, as when the trestle is to be implanted under water and to be made to suit the bed of the stream or pool.

The thickness of the spare will depend on the Purpose for which the trestle has to be built. For ordinary purpose spars of 3 inch or 4 inch diameter will be suitable.

The length for the lashing (i.e. rope with which the lashing is done) can be determined this way. Measure the diameter of the thicker spar in inches, and call it fathoms: We shall need that the length of the lashing.

The size of the lashing itself (i.e.the thickness: of the rope) may be calculated by use of this formula .Measure the diameter of the thicker spar in feet. This gives the diameter of the lashing in inches.

SOME SPECIAL KNOTS:

1. Fireman's Chair Knot :

Fireman's Chair Knot is a loop knot used for lowering a person from burning building.

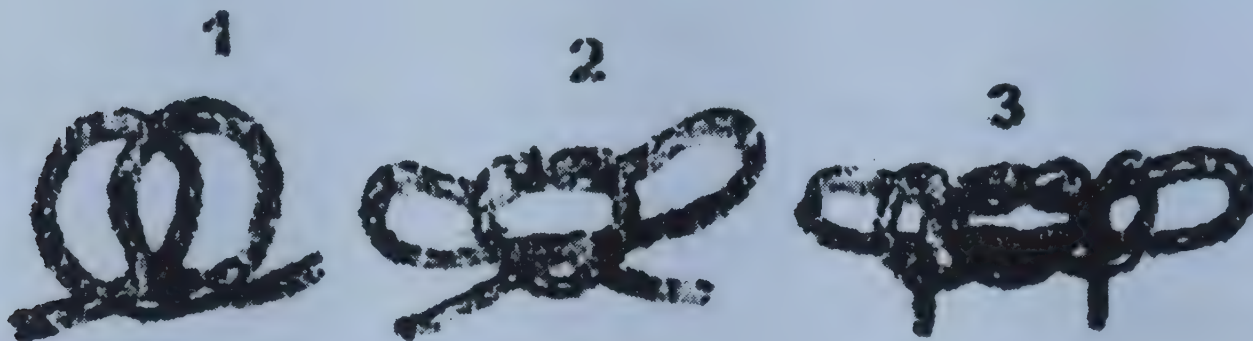
The knot gives us two loops, one bigger than the other. The patient can sit in these loops as thought he is sitting in a chair; and he can be brought down to safety.

The Chair Knot requires along thick rope for making it. The length should be a little more than double the height of the building. The knot is tied at about the middle of the rope.

Method of Making :

Take the rope at its middle. Make the two loops of a Clove Hitch in the hand (as in the figure), pull the two inner parts through the outer. This gives two loops, adjust the lengths of the two loops according to the requirements.

Now add half hitches to the middle. Work them nicely and give them a proper shape. When this is done the Fireman Chair knot complete.



The Knot is made on the ground passed on the Rescue party at the upper floor. They will seat the patient comfortably in the loops of the knot. The shorter of the loops will receive the true at the shoulder level, and the longer one will functioners the seat for patients.

The descending should be controlled carefully. The Rescue Party at the upper floor has to let the patient down inch by inch and they have to see the suffers no harm as he-may do if his head knocks against the cornices or on the wall. He descents should be controlled by passing the rope round some fixed object on he upper floor, and it should be released slowly and steadily and without jerks. At the some time the Rescue Party on the ground should hold their rope taut and pull it gently forward to prevent the patient receiving any knocks or scrtatches.

2. Highway Man's Hitch : Highway man's hitch belongs to the class of Draw Hitches. It is a very useful knot. Its great advantage is that it can be cast-off instantly by pulling or, on the end. It is said that highway men used to secure their horses using this knot. They tied their horses to any Convenient tree or

branch in this way. When it was necessary to get way they leapt on their horse caught the end of the rope, and rode away. The Knot untied itself.



Methods of Tying

Make a large loop in one of the ropes. Pass the loop round the post insert the more convenient hand into the Loop, and, taking hold of the standing part, pull it through until it as formed a loop by taking up all the slack of the first loop. Pass the hand in turn through this loop, and take Hold of the end some little way from it extremity. Pull this through just for enough to form loop and then pull on the standing part until the knot tightens up completely.

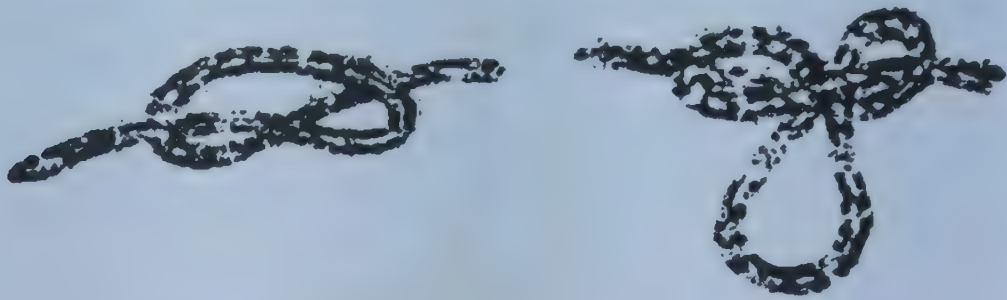
No amount of strain on the standing part will spill the knot, but a sharp pull on the will break it completely.

We an use this knot for mooring a boat.

If the highway man's hitch is tied to a horizontal branch of a tall tree, it will enable to a Scout to go up and down by the Standing part. On desending to the ground he can pull it by the end and bring the rope down also. It can make a spectacular display at rally or other functions.

3 Man Harness Knot : The original purpose of this Knot was for providing a hand hold or shoulders hold in man

handling guns. The end of the rope was hitched to the axle of the gun-carriage and one or more Man-Harness Knots were along the length of the rope at appropriate intervals. With the



arm inserted and the loop going right-up to the shoulder, the man could haul and yet both hands free.

Method of Making :

Make a single turn of the rope and pull this down on the standing part, pull the upper part of the turn down on behind the standing part and out of the turn.

The man Harness Knot will be found useful when two or three people have to haul anything heavy-as for as instance a Trek Cart.

4. Rope Splicing : Splicing is untravelling the strands of a rope over a small distance and weaving them into the strands of another rope or into the strands of another part of the same rope. The object may be to joint two pieces of rope together, or to strengthen, or to provide a small loop at the end of the rope or in the middle.

Back Splice, Short Splice and Eye Splice are the three kinds of splice which a Scouts should be familier within addition to these he should also know Tucked eye splice, which is also known as Doctor splice.

(a) Back Splice:

Back Splice is a very good substitute for whipping. The only disadvantage is that the rope end becomes much thicker which may interfere with its use in conjuction with a pulley.

To make a back splice we have to begin with a crown, or crown knot. Tying a Crown is begun by opening the strands for a

few inches taking one strand and crossing it over the next strand in an anti-clock wise directions, and then taking the next strand and crossing it over the end of the first strand and then over the third strand.

Different stages of Crown Knot;

Now the three strands are drawn down carefully one at a time until they are strongly tight on the end of the rope.

To make the Back Splice, take each strand in turn over the one by which it comes and under the next turn. Repeat this procedure twice more and trim-off.

In trimming, the ends must not be cut-off right-up against the rope, but about half thickness of the strand should be left standing out from the rope. For in use there will be a certain amount of stretch, and these ends will tend to pull back a little.

If they are cut-off too close they may pull right into the rope, and pop out one strand up and spoil the job.

When finished lay the rope on the floor or on board and roll it with the sole of the shoe.

(b) Short Splices :

To make a short splice unlay the strands a short distance. Then put the rope end to end., making sure that the strands of one rope end alternative with the strands of the others. This is described as "Marrying" them. Now pull the ropes well together so that there is no gap, and with a short length of twine bind one set of loose strands to the rope

Next take any strands of the other tuck it over the strands by which it emerges, and the under the next against the lay of the rope. Twist the rope rounds towards you, and tuck the next strands in the same way, and finally the third strands and the last.

Now remove the temporary stopping and repeat the process on the other side, pulling on each strands before you tuck it in. This is to make sure that there is no gap. Now continue the process once or twice more on each side, and the splice is complete.

Normally, two tucks on each side will be enough three each side give a perfect splice. More than three are unnecessary. Leave the ends long enough so that they will not pull back into the rope when strains is applied. (Please see Diagram on page 229)

(c) The Eye Splice:

The Eye Splice is the most used of all splices.

To make it first unlay the end of the rope for an adequate distance. and spread the three strands in a fan against the rope. Open the centre strand of the rope slightly, and tuck the middle strand from the end under this centre strand from right to left. Tuck the left hand strand under the next strand of the rope to-the left. Give your work a half turn to the left and you will see that there is the obvious strand under-which you tuck the last end strand, the one which was left without a strand under it. After



completing all the three in this way begin another round. This is usually sufficient. But trim off the ends.

Tucked Eye Splice:

This is more familiar to Scouts as Docker's Splice.

It consists of forming an eye by tucking in the whole rope, and then pulling the rope through for several inches and tucking it again.

The Doctor's Splice is meant for strings and very thin ropes.

This is of a special use to keep down the tent poles during stormy days. If the splice is made in the centre of a long guy line, the eye could be placed over the splike of the tent pole and two ends can be pegged down on either side of the tent.

The Docker's splice is put to other uses also.

CHAPTER XXXII

SIGNALLING

MORSE SIGNALLING :

Morse Signalling : Morse Signalling is an International system of signalling. It can be used with the telegraph key, the Morse Flag, the Heliograph, Signalling lamps and also buzzers.

In telegraphy electric impulses are converted into sound. The sounds produced are short sounds and long sounds. These are spoken as "dots" and "dashes".

Letters of the alphabet are signalled in "dots" and "dashes". And so are Numerals 1 to 9 and zero.

The signals for the letters can be studied by grouping them in a convenient form.

(a) Dots only :

E....

I....

S....

H....

(b) Dashes only :

T__

M__ __

O__ __ __

(c) Dots followed by Dash :

A . ---

U.. ---

V ... ---

(d) Dashes followed by Dot :

N . ---

D --- . .

B --- . . .

(e) Opposite :

F . . -- .

L . --- . . .

G --- --- .

W . --- ---

Q --- --- .

Y --- - --- ---

K --- . ---

R . --- .

Out of these F G Q are opposites of L W Y in one sense, and K and R opposites in a different sense. The former look as though they are mirror reflections. As regards K and R we find that the dots and the dashes are inter-changed.

(f) Miscellaneous:

Five letter have been left out. These are C, J, P , X, Z.

(g) Numerals:

The Signals for the numerals.

1	--- --- --- ---	5	---- - - - -
2	- - --- --- ---	6	--- --- - - -
3	- - - - - ---	9	--- --- --- ---
4	- - - - -	0	--- --- --- --- ---

Morse Flag:

Morse signalling can be done with flags. They are 24 inches square and white in colour, with a blue stripe along its middle horizontally. This may also be blue in colour with a white strip. The stripes are 3 inches broad.



The Flag stick is 2 feet or 3 feet long and tapered from half inch on the top to the bottom

The flag is held high in the left hand at the very bottom of the stick. This hand is kept at the chin level. The right hand holds

the stick s few inches higher up and the flag slantingly to the left at and angle of about 33°. This is the Ready Position.

Holding the left hand steady at chin level and using the right hand as a level for moving the flag to the right and back. We transmit signals and dots and dashes are made as follows :-

Dot :

From the ready position the flag moves 30°to the right and moves back to the original position. The motion is continuous. This is a dot. .

Dash :

From the ready position the flag moves to the right till it comes to a horizontal position on the right, pauses just a little, and goes back to the ready position. This is a dash.

The signals for the alphabet and then numerals are the same as used in telegraphy. The signals consist of one element (Dot or Dash) or two elements, or three, or four. Numerals consist of five elements. The signals for each letter or digit should be given as one continuous unit. The elements should not be separated. A pause in the middle may imply a different letter.

Morse signals can be used for signalling with a torch or signalling lamp. They can be used with the heliograph. They can be used in other ways also.

The following miscellaneous signals are used when sending and receiving messages in Morse.

<i>Signals</i>	<i>Morning and Use</i>
V E given repeatedly	Calling up.
K	Carry on-meaning. "I am ready to receive".
Q	Wait---meaning "I am not ready yet to receive".
	General answer.

8 dots

Erase--- to erase anything
which has been sent
incorrect.

AR

End of message.

R

Message received correct.

MORSE AND FLARE SIGNALLING :

Smoke signalling is 'done by sending up puffs of smoke big and small or a continuous column of smoke. Smoke signalling can be done by day.

Flare signalling can be done by the night. Long and short flames are employed to communicate the message.

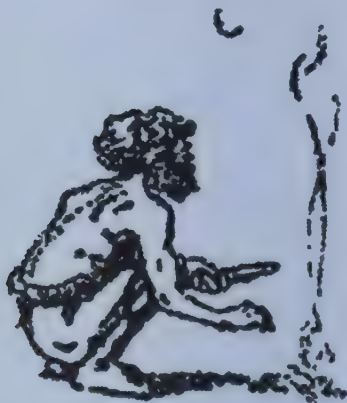
Making a Smoke Fire:

Make your fire in the ordinary way, and as soon as it is strong enough put on green leaves and grass or damped hay etc. to make it smoke.

Cover this fire with a damp blanket. Two people should work on it. They should take off the blanket to let up a puff of smoke, and put it over the fire again. This size of the puff would depend on how long the blanket is lifted. For a short puff it should be held while you count two and then replaced while you count eight. In the same way you will let up another puff while you count two and so on.

For a long puff the blanket is held for about six seconds.

Smoke Signals :



Smoke Signals are used by certain tribes in Africa and elsewhere. They have their own code, which is understood by them.

Scouts have evolved their own code. Their big puff in slow succession means "Go on". As succession of small Puffs means "Rally here". A continued column of smoke means "Halt". Alternate small puffs and big ones mean. "Danger".

Flare Signals:

You light a fire with dry sticks and bush wood so as to make as bright a flame as possible.

Two Scouts hold a blanket in front of the fire, that is to stay between it and the people with whom it is desired to communicate, so that they do not-see the flame till you want them to see it. Then you drop the blanket while you count two, for a short flash, and you drop it while you count six for a long flash, hiding the fire while you count four between the flashes.

The same code can be used as the on for smoke singals , or for a change letters could be spelt out as in Morse.



Sound Signals:

Certain African tribes use drums and wooden war gongs and pass on news among each other. For a description see Scouting for Boys, Camp Fire Yarn No 7.



Semaphore Signalling:

Know the alphabet and read and send simple sentences or words really well. Do your best, so that when it comes to sending across a big field, or from hill to hill ,your message will be easy to read.

A		H		O		V	
B		I		P		W	
C		J		Q		X	
D		K		R		Y	
E		L		S		Z	
F		M		T		NUMERALS TO FOLLOW	
G		N		U		LETTERS TO FOLLOW	

SEMAPHORE letters are made by holding two flags at different angles.

If you want to write a despatch that will puzzle most people to read, use the Morse or Semaphore letters in place of the ordinary alphabat. It will be quite readable to any of your friends who can understand signalling.

CHAPTER XXXIII

ESTIMATION

One of the condition for the event if the Dwitiya sopan and Tritiya sopan Badges are that the scout should “estimate without apparatus distance, height and weight within 25 percent error”.

This really means that the Scout should be so conserved with these estimation that he would be able to “guess” correctly. He can do so only if he gives himself plenty of training.

Estimation is “accurate guessing”. As scouts go about they should hold contests in guessing the heights of tree, church or temple gopurams and verify by scouts staff checking as to who was nearest. This will give them good training contest in guessing the distance of the nearest till to other land marks and pacing it off to check the distance is also good training. Scouts should frequently indulge in self-imposed exercise of this kind if they are to become good at “Estimation”.

Judging Distance :

Remember that distance of objects seen distinctly is apt to be under estimated and distance of those seen indistinctly over-estimated.

Objects appear farther off when across valley, when background is one of the same colours as the objects, also when you are laying down or Kneeting, or when there is a heat haze.

Objects appear nearer when the sun is behind the observer, when the air is especially clear, as on a bright sunny day after rain; when object and background are of different colours, when the ground is level, where looking over water or across a deep chasm; when looking upward or downwards when the object is large as compared with the surroundings, as in the case of a tall monument, a large church or temple or a mountain.

At night visible points appear nearer than they do by day.

Learn to judge distances. You can give yourself plenty of training begin on a quiet road, in a field, or cut on a vast meadow.

Judge short distance to various objects. Then please check your "guess". Gradually increase the distances. Do this in competition with each other. You will find it an interesting and useful game.

Some self measures suggested by B.P. will prove helpful in your checking.

Know your hands -pan; you should know the breadth of your thumb; nail joint of fore finger etc. These will be 1 inch if you are fully developed.

You should know the span of the thumb and fore finger. This would be 17.78 cm. Span of thumb and any other finger would be 23.18 cm. and 21.6 cm. Wrist to elbow, 25.4 cm. Elbow to Tip of fore finger would be 44 cm. Your arms out stretched will nearly equal your height.

Remember that at 800 yards (727.27 m), a man looks like a post. At 700 yds. (636.36m) the head is not visible. At 600 yds. (545.5m) the head is visible as a dot. At 500 yds (454.54m) the shoulders appear bottle shaped. At 400 yds (363.3m) the movement of the legs can be seen. At 300 yds. (272.72m) the face can be seen. At 200 yds (181.81m)" button and details of clothing are recognisable. At 100 yds. (90.9m) eyes and mouth can be seen clearly.

To estimate greater distance, judge the farthest probable distance, then the nearest possible and "split the difference".

HOW TO FIND OUT THE HEIGHT OF A TREE

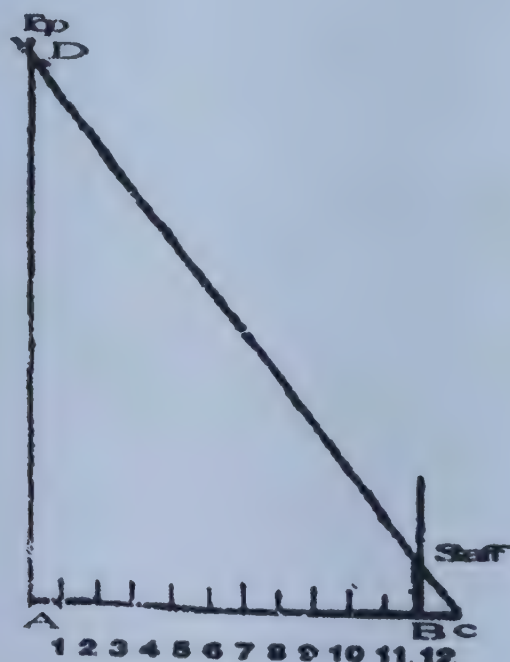
Estimation is different from measuring. The method given below come under measuring. Several methods are available for measuring the height of a tree. These can be used with equal accuracy for the measuring heights of Towers, Tall Pillars and Gopurams.

Inch to Foot Methods:

From the foot of tree X and moving in a straight line measure 11 units and mark the spot. Next measure one more unit and mark the spot. Let the first spot be A and the second spot be B.

At a plant a Scout staff vertically, now lie down the ground and with your eye at B Sight the top of the tree. Ask another scouts to help you mark the spot on the staff where your sighting line cuts it call it, C.

The height of AC in inches equals that of the tree in feet. One inch on the staff is equal to one foot on the tree.



This consists in imagining where the top of the tree would be if it were felled.

Take a Scout staff and hold it at full arm's length vertically. Sight the top of the tree and make it come in line with the top of the Staff. Hold it firm. Now move your hand up and down till you can get the bottom of the tree in line with your other hand. Pivot the staff on the lower spot, and move it till it becomes horizontal.



Now sight along the tip and mark pot on the ground where the sighting line cuts it. Another. Scout can help you to determine

this. Measure the distance from this spot to the foot of the tree. This is the height of the tree.

III Artist's Method or Pencil Method :

Here we compare the height of the tree with a known height near the tree.

Get a friend to stand close to the foot of the tree. Measure his height with a pencil held at full arm's length as an artist does. Measure how many such height equal.



IV. Basin of Water Method :

This consists in getting the image of the top of the tree in the centre of the basin as you look into it standing at a distance equal to your height up to your eye.

If the Water is made muddy it will have a better reflecting surface.

It is necessary that we use a perfectly level reflecting surface like a basin of water. A mirror or placed on the ground will not do.

The exact point where you can see the image of the tree top has to be determine by trail and error. Each time you will have to wait for the reflecting surface to come to rest.

The spot where the basin is when you can see the tree top in the centre of the basin marks the height of the top. The distance between it and the foot of the tree equals heights of the tree.

V Shadow Methods :

This consists in comparing the length of the shadow of the tree with the length of the shadow of an object of known height.



$$\frac{\text{Height of tree}}{\text{Length of shadow of tree}} = \frac{\text{Height of object}}{\text{Length of its shadow}}$$

VI Red Indian Methods :

Red-Indians of America judge the height of trees or other object by standing with their back to the bending forward and sighting the top of the tree or other objects looking between their legs.

The "bend" has to be correct. One should "learn the bend" by making several attempts. When one is thorough it is easy to estimate after that.

This distance from the foot of the tree to where you stand equals the heights of the tree.

Note that the angle you make as you sight the tree top should be exactly 45° , otherwise the result will be wrong.

VII Folded Paper Method :

Here we use a 45° right angled triangle on top of a Scout staff, and move forward and backward till we are able to get the tree top in line with the hypotenuse.

The folded paper i.e. the 45° right angled triangle should be placed on a vertical staff. The hypotenuse should slope away from you. The bottom side of the triangle should be perfectly level.

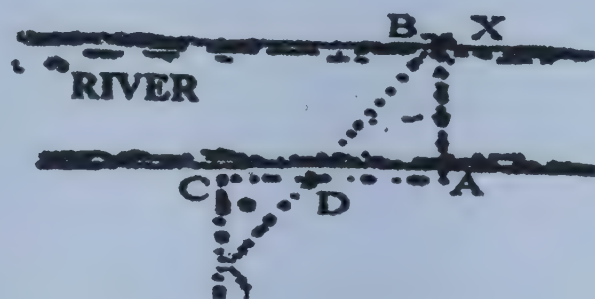
The distance of the staff from the foot of the tree puts the heights of the staff equals the height of the tree.

The method is called folded paper method because we take a square cardboard and fold it diagonally to secure our special gadget.

HOW TO FIND OUT THE WIDTH OF A RIVER

I. Methods of Similar Triangles :

Pick out a point A on the near bank just opposite tree X on the far bank, and drive a stake in the ground. At right angles to the imaginary line across the river make a base line AB any convenient length (say 40 paces), Here drive another stake into the ground. Continue along in the same direction for half the distance of AB (20 paces). Mark this point C and drive another stake there. At point C turn at right angles and walk in land until point B and the distant tree are in the line. Now, you are at D,



let us suppose. Measure the line CD. This will give you half the width of the river.

XAB and DCB are similar triangles. $BC = \frac{1}{2}AB$ therefore $CD = \frac{1}{2}AX$.

II. Folded Paper Method:

Take a cardboard and cut a square piece from it with sides about 6 inches .Cut this square into two pieces diagonally. Each piece is a right angled triangle with 45° angles at the base. We shall call it "Folded Paper".

As in the previous method pick out a tree on the far bank, and straight opposite it on the near bank drive a stake. Let the tree be X, and let A be the point where the stake is driven.

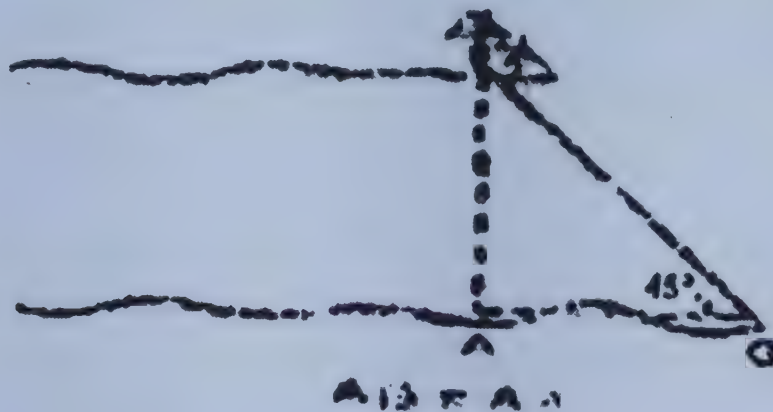
Now hold the "folded paper" flat so that side parallel to AY and the other is parallel to the near bank. Walk along the near bank with the "folded paper" in the same position till sighting along hypotenuse you are able to see the tree in line with it. Mark this point with a stake. Call it B. The distance from A to B equal to the width of the river.

$AB = \text{width of the River.}$

III. Compass Method:

A good compass like the silva compass or a prismatic compass will be of use in determining the width of a river.

As before select a tree on the opposite bank. Let us call it X. Next select a point A on the near bank exactly opposite the tree X. Drive a stake at point A. Standing at A take the bearing of the tree. Let us say it is 135° . Now add 45° to it. This given 180° . Let this spot be B. The distance from A to B is equal to the width of the river.



At A the bearing is 135°

At B the bearing 80°

$AB = \text{width of the river.}$

IV. Parallax Method :

On the far bank select two land marks, say two trees, which are some distance apart. Standing opposite to them on the near bank, holding a straight ruler at full arms length cover the land mark between the tip of the sighting stick and your thumb. Let this spot be called A.

Note the distance in inches. Let us say it is 8 inches.

Now bring your thumb to the middle point of this, that is to the 4 inch mark. And walk straight backwards that, is to say in land till you are able to cover the page between the tip of the Ruler and the new position of your thumb. Let this spot be called B.

The distance from A to B is equal to the width of the river.

V. The Lob-stick Method:

A lob stick is a stick cut from the jungle which has a good stem and many (4 or 5) thin branches such that they may enclose a heavy stone or other object. Place a stone inside the lob-stick and tie up the branches securely. Tie along string to the other end of the stick, and throw the lob stick so that it reaches the opposite bank.

Now get to a point on the near bank just opposite the lob-stick and gently pull the string towards you till it becomes taut. Place a mark on the string. If now the lob stick is pulled out, the length of the string from the mark to the length of the string from the marks to the lob-stick is the width of the stream.

This method is suitable only for fairly small streams.

VI. Napoleon's Method :

It is said Napoleon desired to know the width of a river once, and he ordered his engineers to find it for him. As they were taking much time over it, he got impatient and proceeded to do it himself.

He pulled down his hat till the front hat brim seemed to touch the opposite shore. Then he made a half turn, and transferred the distance to the shore he was standing on. The distance to the point which the hat brim now secured to touch was he said the width of the river.

This is really a good methods. Instead of a hat brim you can use the hands with fingers hooked up and the thumb pressing on the temples. Move the hand up and down till the fingers tips seems to touch the opposite shore. Then without disturbing the position make a right turn and "transfer" the distance to the near

shore. The distance from where you stand to where the finger tips seemed to touch the ground is the width of the river.

Judging Numbers :

This is another ability that Scouts should cultivate. It may be necessary to judge the number of people in the crowd or sheep in a flock or cattle in a herd. For practice 'guess' at a glance the number in a small section of the crowd or flock or herd then check by actual count. When you can estimate in this way you can go one step further, practice in relations to the whole crowd or flock or herd.

The system can be used to estimate quickly the number of people at an entertainment or hockey or football game.

This however is not a requirement for the Test.

Judging Distance by Sound :

Distance can be judged by signal and sound. If you see a gun fired, for instance and count the number of seconds that elapse between the flash and the report you can tell how far the sound came from, if you remember that sound travels at 365 yards (337m) in a second.

During a thunder and lightning storm you may be able to quieten nervous people by pointing out to them between the flash and the roll of the thunder show that the phenomenon was taking place kilometers away.

Methods given wider "How to find the height of a tree" and "How to find the width of a river" are really methods of checking. They are based on the theorems in geometry and are accurate, if accurately performed. It is to be clearly understood that estimation is guessing accurately. The accuracy of it is gained by experience.

HOW TO MAKE A RIGHT ANGLE.

(I) **The 3-4-5 Method :** On level ground mark a Straight line AB, 3 feet in length. From one of the ends of this straight line

say A, describe an arc of a circle with a radius of 4 feet; and from the other end B describe another arc with a radius of 5 feet. From C, the intersecting point draw straight lines to A and B.

ABC is a right angled triangle. The angle formed by the two shorter sides is a right angle.

Similarly 5-12-13 will also give a right angle.

(2) Divided String Method : Take a piece of rope about 1 or 2 metres long. Call it AB. Fold it into 2 equal parts mark the middle C. With this rope we can easily plot out a right angle.

Let us suppose that a line P Q is drawn on the ground and we want the right angle at P. Over place rope end A. Place rope end B over the straight line and move it up and down along the line and pull out the rope at point C till it makes a proper triangle. Now nail down the three vertices A, B & C.

A B is a long the line, Point B and point A coincide. Keep B C in tact. Remove the nail at A, and bring B C and C A into line with each other. CA will be the new position of the straight line. Connect A' and A. This connecting line forms a right angle with the straight line PQ and the right angle is at the point P.

CHAPTER XXXIV

CAMPFIRE

I. What is a Campfire :

It is an atmosphere as much as an occasion. It is generally the last part of the days programme in a Camp. It is a special feature of Scouting born with Scouting . It is Campfire not Camp on fire.

II. Importance of Campfire in Scout Training :

1. B.P. called the Chapters of "Scouting for Boys" as "Campfire yarns" This shows that the philosophy and technique of Scouting can be taught in campfire.
2. A place of inspiration and understanding each other
3. A brotherhood circle that foster Troop/Group spirit 4th point of law has its roots here.
4. Patrol system works well and leadership qualities developed.
5. Boys express themselves very freely in a Campfire and the scout master can see them in their true colours.
6. A taste for music and art histrionic talents developed.
7. Campfire lets of the steam of boys and fills them with fun laughter and enjoyment.
8. Best place for the moral and spiritual part of Scout Training.
9. It is a ceremony and even Investiture of Patrol Leader and Seconds and Presentation of other awards and badges can be done during the Campfire to better effects.

III. Physical Arrangements :

1. The Campfire place must be dry and free from mosquitos and other insects.
2. Notice the prevailing wins- let nobody "eat" the smoke.
3. Have a good supply of wood in the centre of fire.
4. Torch or Marshal is more effective to light fire than a match stick- clear the dry grass in the circle before lighting.

5. Good seating arrangements to protect from round dullness. Let physical discomfort not spoil the spirit of the show.

IV Design of the Campfire :

1. Always a Circle-a symbol of oneness and brother hood- Leaders and Guests will also be in the circumference of the circle.
2. Fire is at the centre . Extra fire wood can be well kept around the fire to mark the fire zone. The participants do not enter this.

V. Laying the Fire :

Fires may be laid either on the ground or in a pit .Cone fire is preferred-Log Cabin fire and Pagoda fire can also be used. Star fire is also worth trying. This is a pre-arrangement.

VI. Lighting the Fire and Opening Ceremony :

Appropriate to the occasion.

Back woods methods like — Flink and steel or Bow and drill will be interesting.

In huge gathering - fireballs, fire smokes, other crackers may add to the thrill. After the fire is let (as the ceremony demands) the S.M. ceremonially declares the campfire open. It is his privilege.

Some tips for Programme Planning :-

1. Collect all the items from patrols quite in advance and closely study then at nature of every item.
2. Rearrange them in an order so that a good various is maintained.
3. Add your own items, yells etc, here and there , your assistants, Commissioner or invites, if any, should also be given chance.
4. Maintain a good balance of items – right place for every items please- liveliness is essential.

VII Conduct of a Campfire :

(a) Campfire Dress:-Boys like it very much-adds to the fun and jollity-Protects from chill-Bedsheets. Dhuppatas can be well

improvised: Scouters (and Commissioners) can wear the Camp fire robes-The Badges they earned previously may also be stithed on the garb. This is a source of pride to the Scouter and inspiration to Scouts.

(b) The beginning part of it:- The Camp fire leader of the Troop will be in charge He assembles the troop in camp fire circle. Patrol take position--Fife is lit---Troop brought to alert and then S.M. is reported and requested to open the Campfire---No harm if at times in turn he requests the ASM to do it---This may add to the healthy spirit of the Troop. Scout master need not run the Camp fire but he is responsible to control it.

(c) **Leading the Campfire:-**Patrols item always to be preferred. Normally 5 minutes maximum for an item. See that all members of the Patrol are involved. The first song has to make everyone participating in both singing and good fellowship. Announce the next item and the item to follow. Encourage participants by cheering them with yells whenever an item is over .Look for originality. A yell of appreciation after every item is meaning less. Change the items to suit to the mood. If necessary be resourceful in creating the new items and keeping the Troop in mood. Begin with brief, popular items, fairly boistrous. During the close the items should be simple and effective-right place for a short& interesting yarn of yours. Camp fire will be enjoyable only when proper order is maintained-no talking during the time of items.

(d) **Closing the Campfire:-**Closing time can be a little elastic but close it when all feel to go on. Announcements; if any, should be very brief and quick. Closing can also be made ceremoniously-serene and serious atmosphere to be created-either Taps or silent prayer will be effective. The Patrol responsible for putting of the fire should be altered after dismissal of the Troop

IX. What items can be presented in a Campfire :

Please remember that a Campfire items does not have to be funny always or to do with Singing.

Some of the following can be tried :-

1. Stories (short but funny)

2. Quiet games or singing games
3. Group Singing
4. Group dances.
5. Folk dance
6. Jungle/Tribal dances
7. Devotional or patriotic Songs
8. Action Songs
9. Bhajans
10. Comics
11. Small play acts
12. Dialogues
13. Minicries
14. Physical displays
15. Occasional foreign songs
16. Puppetry
17. Classical Music
18. Dumb Shows
19. Melodies
20. Yells
21. Mono actions
22. Charades
23. Rounds
24. Shadows graphs
25. Midget acts
26. Scouts craft skills
27. limitations
28. Quiz
29. Book Reading
30. Surprise items
31. Instrumental Music and so on.

X What Items to be avoided

1. Vulgar items
2. Religiously objectionable items
3. Fearful Scenes- like Ghosts etc.

4. Mean things and destructive criticisms.
5. Things like dead bodies and dreadful cries.
6. Anything belittling any class or creed of our nation
7. Anything against the Gouvernement or law of the country.
8. Anything unscouty and purposeless.

XI In Rallies and other Functions :- These can partly be publicity oriented. Any V.I. P or Comissioner can be requested to open the Campfire. The Campfire. The opening ceremony should be include items of good standard. Take extra care about uniform, cleanliness and orderliness.

Beware of over-doing in the Campfires :- There will always be over enthusiastic boy who may, at times just by little act, spoil the sanctity of the campfire. Your individuals efficiency will go a long way. When necessary, don't hesitate to use your whistle sharply but sparingly.

XII Improvisation in Campfires-

In many of the items like play- Acting, Dramatisation, Fancy dress etc, improvisation of make up with readily available material in the surroundings may be essential. Here are a few suggestions for improvisation :-

- | | |
|----------------------------|--|
| 1. Grey hair and Mustache. | Ashes, paste, paint, cotton, maize, hairs, etc. |
| 2. Face Powder | Ashes |
| 3. Lipstic etc | Red ink, flower juice. |
| 4. Music instruments | Head-sticks, plates mugs, Tumblers, empty tins, etc. |
| 5. Long teeth | Pieces of cardboard and palm leaves. |
| 6. Garlands | Scout ropes, paper balls etc. |
| 7. Curtains etc. | Duppatties- and bedsheets. |
| 8. Crown etc. | Green leaves, flowers etc. |

Strictly speaking make up like the professionals When acting on stages with cakes etc., is not required in campfire. Boys should be inquisitive and imaginative.

APPENDIX

Some Simple Bridges :



Scouts are very much interested in building bridges. Beginners can build simple bridges, and more experienced Scouts can attempt more elaborate ones. Among the simpler bridges are (1) the Himalaya Bridge (2) The Businessman Bridge and (3) the Single-lock bridge. The first and the third are described and illustrated in Campfire yarn No. 8. The second is only a variation of the first.

"The simplest way for bridging a narrow deep streamy" says B.P. "is to fall a tree or two trees side by side on the bank, so that they fall across the stream. With an adze you then flatten the top side. Put up a hand rail and there you have a very good bridge".

1 The Himalaya Bridge : People in the Himalaya Mountains make bridge out of three ropes stretched across the river and connected together. Every few yards by-y shaped sticks so that one, rope forms the foot-path and the other two : make the hand rail one either side. They are a jumpy kind bridge to walk across shut they serve the purpose very well.

Scouts can build a model bridge of this kind using three one or one-and-a half-inch rope and V--- treestle made with their Scouts staves. The anchorages at either end should be well made and should be strong. Trees would be good anchorage if they could be found in the locality.

The staves should be tied to each other and to hand rail with appropriate lashings. The staff should be placed tip downwards for obvious reason. Square lashings will serve well.

2 Bushman's Bridge : This requires a number of hooked – sticks which could be cut from the jungle. They should be about 4 feet or more in length. The hook goes on the hand drail and the ends are tired together and lashed to the footpath. The anchorage either end should be strong and dependable.

Two trees on each bank would be quite dependable naturals anchorage. A third tree between the two on each would serve.

3 Single Lock Bridge : A Bridge of this kind would be found useful if the stream is narrow and the banks are tall and the banks are tall and strong.

A trestle can be build out of Scouts staves. Six staves are needed for one trestle. 2 Legs 1 Transom, 1 Ledger, 2 Braces or Diagonals. (Please see diagram on page 232).

At eight points we have eight square lashing and where the diagonals cross we have a diagonal lashings.

The Trestle legs are implanted on the sides of the bank, the trestle are locked together. Over the trestles we place another spare or staff. to serve as road bearer. It is lashed securely to the trestle. Then we have the road way, which may be long planks. These are securely tied to the structure.

This is a simple type of trestle bridge useful for a narrow stream.

If the banks are not high the trestles may be planted on the river bed.

If we need a substantial bridge, we should use 3 inch spars, for our trestles.

ONLINE YOUTH MANAGEMENT SYSTEM

What is OYMS?

It's an online portal for all the youth and leaders of The Bharat Scouts and Guides.

Login?

Browse website of The Bharat Scouts and Guides – www.bsgindia.org and click on Members Login

How it Works?

OYMS is divided in phases.

Phase-I is all about Registration.

Phase-II has Transfer, Report Generation, Online Application, Progressive System, Committee Formation etc.

What is UID?

The Portal generates a 12 digit Unique Identity Number (UID), which is mandatory for all the members at the various events & recommendation for awards.

Help

Contact your state coordinator which is given in OYMS portal of website for any issues or you can raise your issue in the feedback section of the portal.

Who will give login id and password to me?

The process of registration is from National -> Regional -> State -> District/ Divisional -> Local Association -> Group->Unit Leader-> Individual Member. Ask your upper admin to register you. You will find ID and Password in Email.

Can I register youth without Email id?

Yes. Youth can be registered without email id and mobile no.

Can I register as Staff member/Leader/Commissioners etc.?

Yes just click on other member and register them.

Training for State Admin - Add District/LA/Group, View, Search, Download list of Member, password reset etc.

Training for District Admin - Add LA/ Group, View, Search, Download list of Member, password reset etc.

Training for LA Admin - Add Group, View, Search, Download list of Member, password reset etc.

Training for Group Admin - Add Unit Leader, View, Search, Download list of Member, password reset etc.

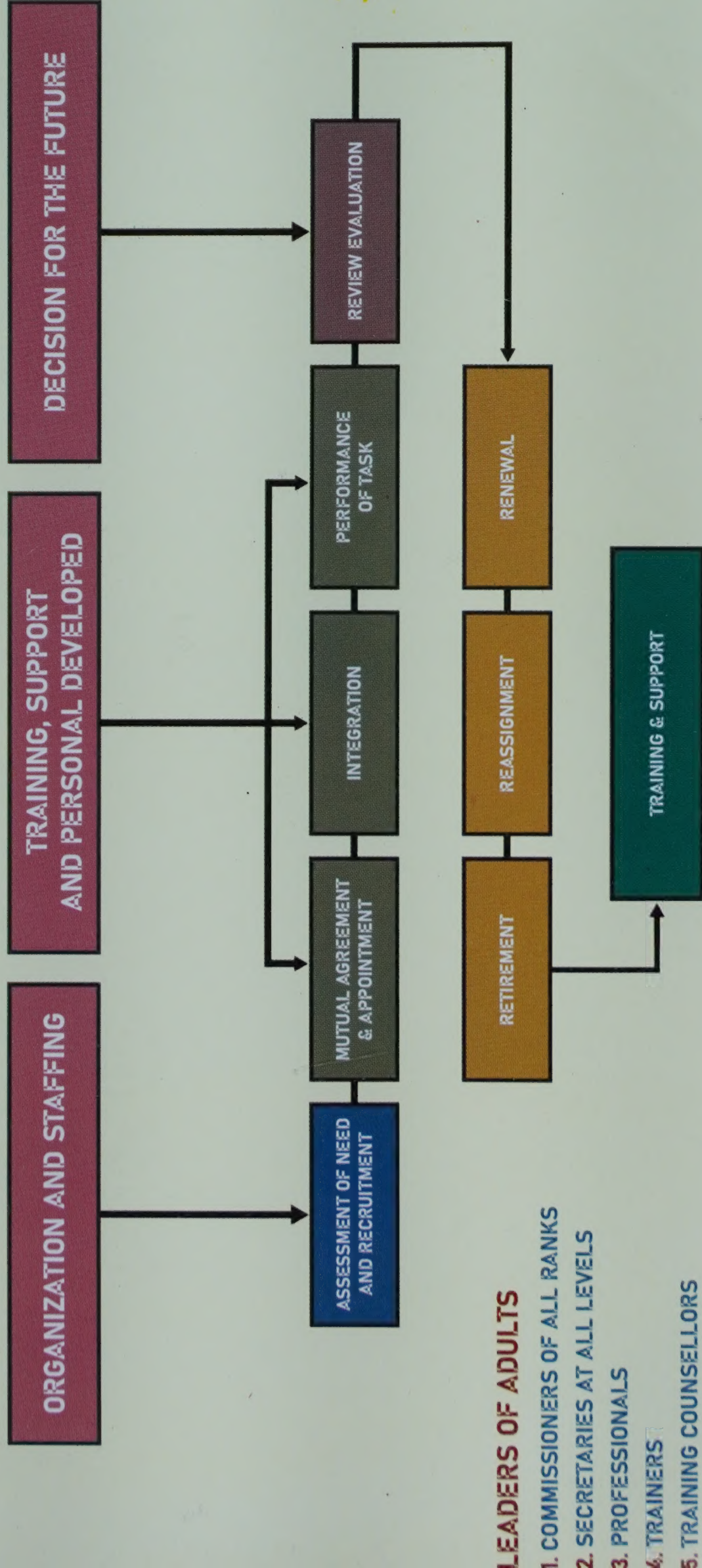
Training for Unit Leader - Add Youth, View, Search etc.



<https://cutt.ly/oymstrn>

LIFE CYCLE OF AN ADULT IN SCOUTING/GUIDING

PART II FOR LEADERS OF ADULTS



LEADERS OF ADULTS

1. COMMISSIONERS OF ALL RANKS
2. SECRETARIES AT ALL LEVELS
3. PROFESSIONALS
4. TRAINERS
5. TRAINING COUNSELLORS



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